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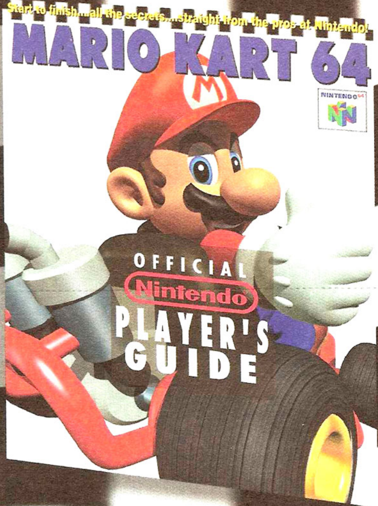
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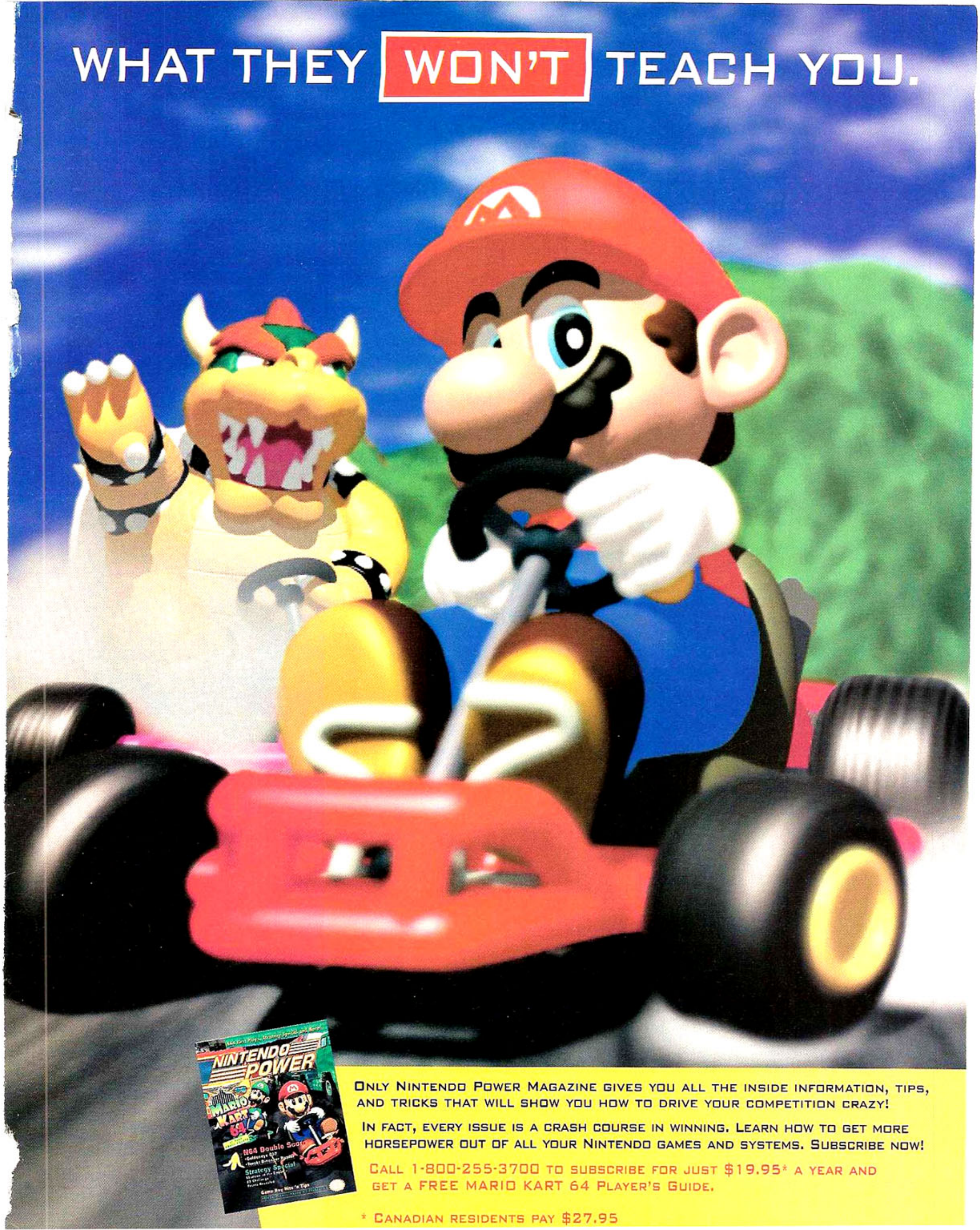
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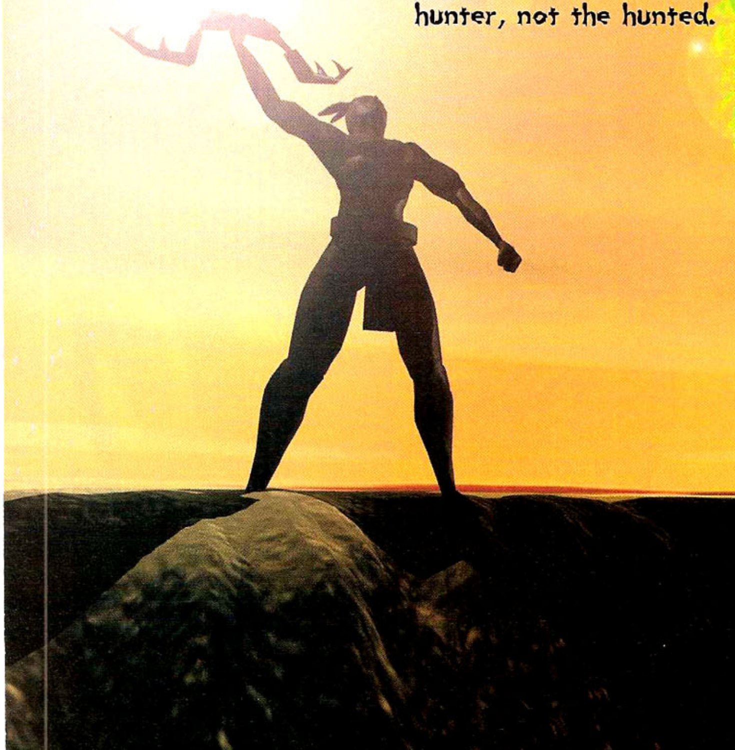
TUROK®

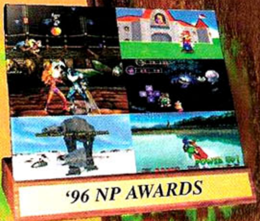
DINOSAUR HUNTER

Clawing out an existence in the shadow of vicious Bionosaurs is nearly impossible in Turok's Lost Land, but this month we've got the coverage you'll need to ensure that you're the hunter, not the hunted.



The 1996 PowerAward Nominations

What was your favorite game of 1996? Check out the Annual Nintendo Power Award nominees, then mail in your ballot. With your entry, you might scam some cool prizes!



p.76

Doom 64

Lock and load, space marine. This month's preview is armed with secret specs and recon photos of all new areas in the fastest, baddest and best looking Doom game in the entire universe.

p.40

Mario Kart 64

Push the performance envelope in Time Trial mode! Snag the latest tips and strategies for getting the best times in Mario Kart 64, then race for an exclusive, Gold N64 Controller!

p.26

CONTENTS

Volume 94 March 1997

Strategy

Turok: Dinosaur Hunter 10
Super Mario Kart 64: Time Attack Special 26
KI Gold: Advanced Combos 48
The Legend of Zelda: Link's Awakening 62
The Hunchback of Notre Dame 70
Beat the Bosses: Super Mario RPG 84

Special Features

FIFA Soccer 64 Preview 22
Super Mario Kart 64 Contest 34
Doom 64: A Recon Run 40
Game of the Future Contest 46
1996 Nintendo Power Award Nominations 76

Epic Center

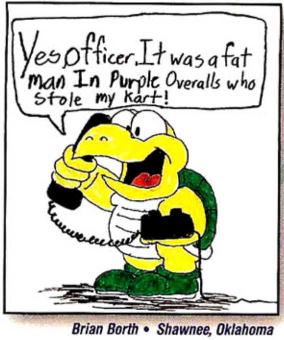
Epic Center News 51
Harvest Moon 54
Epic Strategies 60

Every Issue

Player's Pulse 6
Power Charts 8
Classified Information 36
Counselors' Corner 90
Now Playing 94
Arena 98
Pak Watch 100
Next Issue 106
Game List 106

PLAYER'S PULSE

What? No "Worst Dressed Game Character" category??? This month we announce the nominees for the 1996 Nintendo Power Awards. Send us your winning suggestions on new categories you'd like to see for next year's awards.


Yes officer, It was a fat man In Purple Overalls who stole my kart!

Brian Borth • Shawnee, Oklahoma

Old Games Never Die

What do you think you're doing?!!? What's with the limited edition covers? I'll tell you this, you won't see me running to the closest store and buying three more issues that I already own, just to have the covers piece together! And about the concern you have of retiring games after a certain amount of time, I have a great idea: after 12 months, the games could be placed in a "hall of fame". Then you could have a section just for "oldie, but goodie" video games.

Matthew Collins, Jr.
Via the Internet

Actually, in 1995, beginning with issue 68, we added the Hall of Fame to the Power Charts to recognize the classic chart-toppers. We didn't retire the Hall of Famers, so this could be the fair solution to keeping the Charts fresh.

Small Creature Features

I recently saw a commercial for a Sony Play Station game called "Bandicoot Boy" or something of that nature. Why does Sony and the hedgehog company (there's no need to state the name of the company that the hedgehog belongs to) insist on having small mammals as video game heroes and heroines? Do they just appeal to their type of gamers? This is a topic that would take a special agent from the FBI months to figure out. I also noticed that the second hedgehog game stars a two-tailed fox who can hover above the ground, similar to Dixie Kong's helicopter spin move. That gets me thinking--did the hedgehog company send a buff, elite team of commandos to steal an early demo of DKC2 to use its ingenious ideas in its evil games?

Samuel Kooistra
Little Rock, AR

Very suspicious. We're sending in Scully and Mulder to investigate your commando and small mammal conspiracy theories.

Perfect Ten

Top ten signs you've been playing Super Mario RPG too long:

10) You eat maple syrup on mushrooms for lunch.

9) You call your dog Bowser and your fish Jonathan Jones

8) You tried to grow a beanstalk tall enough to climb into the clouds

7) A guy in a purple outfit throwing bombs at you haunts your dreams

6) You expect to get cookies when you win at a track meet

5) You named your doll Geno

4) You search under your bed for a Dry Bones flag

3) You demand the removal of all the factories in the U.S.

2) When you find a mole hole, you expect to see a mine cart nearby

1) You keep all the shiny stones you find in case you run into a sealed door

Erin Husson
New Bern, NC

P.O. Box 97033
Redmond WA
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Kelly Griner • Elizabethon, Tennessee

You Can't Beat This

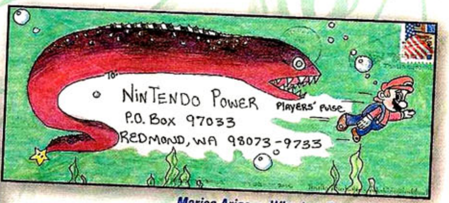
I'm writing to comment on the durability of the Super NES. My brother (eight years of age) has been trying to destroy my system every time he gets mad. One day he got mad at me and took my Super NES to the back porch and hurled it down 20 feet to its doom. It hit the ground and didn't have a scratch on it. I then plugged it back in, and it still had a good picture and control. Since then, my friend came over and accidentally dropped a 12-inch screen TV on it. The TV broke a hole in the system, but the system still works (the reset button just gets stuck a little bit). I have had my Super NES for three wonderful years and am now a proud owner of an N64. Did Nintendo make this system to withstand brutal punishment, or did I get lucky?

Chris Ladewig
Via the Internet

You certainly weren't lucky to have your Super NES so brutally punished, but, yes, this durable system was built to withstand your aggressive game playing. And while the Super NES was designed to be tough inside and out, we wouldn't recommend using the system as a dodgeball or doorstop.

FINAL FANTASY III

Karen McKenna • Erial, New Jersey



Marisa Arias • Wharton, Texas

Tactics Ogre

Karine Turcotte • Fabreville Laval, Quebec

Spread the Word

Killer Instinct Gold is the best arcade translation ever created!!! I mean, the graphics are the same as the arcade, and the sound is amazing! It's amazing what a little time will do to a game (and this one took time to finish–but it was worth it). Spread the word of the N64's capabilities and try to make the commercials depict the realistic power of the system. Keep up the great work in leading the computer industry into the 21st century!

Ben Davis
Griffin, GA

King of the Kong Games

I recently had an idea that any Donkey Kong fan will appreciate. There are now four main characters (Donkey, Diddy, Dixie, and Kiddy) in the three Donkey Kong Country games, right? And there is a four-paddle control deck on the N64, right? Well, if you put four and four together, do you not get what could be the greatest Donkey Kong Country game for years to come? Think about it. You put the DKC characters in a game for the N64, add the other Kongs and the bears and the Krems and the animal friends, and you've got yourself one great game. I mean, I'm no game designer, but that is a pretty good layout if I do say so myself.

Mike Klein
North Ogden, UT

Mr. Coinmaster

I have to admit that I had my doubts about the N64. I had a wad of cash burning a hole in my pocket and have always been a Nintendo faithful. To be brief, I came, I played, and was blown away. Oh, and the controller fits like a glove! Keep up the nice work and keep it coming. And check out my scores from Super Mario 64. I beat out your flabby game pros for coin totals on six levels by as much as 10 coins (they can call me Mr. Coinmaster).

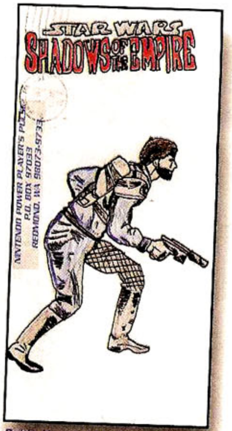
Damien Hess
Meadowcreek, British Columbia

Our game pros are impressed with your playing skills, (though they're not too excited about your assumption that they're flabby). "Try this, Mr. Coinmaster," our svelte game pros challenged, as they completed their 200th ab crunch. "See if you can get on top of the castle roof in Super Mario 64 without using the cannon."

I Remember When. . .

In volume 88, reader Nick Pagano wrote about how things had changed between the original NES and the N64. He said the NES games had rigid graphics and ugly sound effects. These are the games that shaped the Nintendo of today. Saying these games are "rigid" is saying you don't understand what Nintendo used to be about. Nintendo Power can show the changes, if you take a look at issues like volumes 1 through 20. They all had bright pages with colorful drawings that made Nintendo fun without just shoving bland information down your throat. But now, there are no more artists to draw great pictures of the game heroes, just computer-generated pictures that have no life. It seems that Nintendo Power has lost the originality that was alive in the late '80s and now has taken on the image of boring game magazines that you find lined up in stores. In a way, I think Nick Pagano was right saying things have changed, but for now I will keep my subscription in hope that Nintendo Power will remember why it became so popular.

Chris Baginski
Flushing, NY



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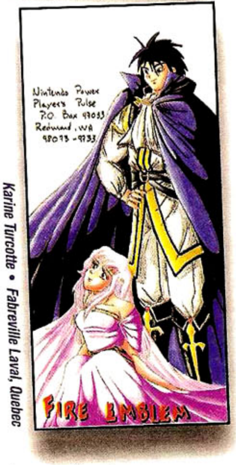
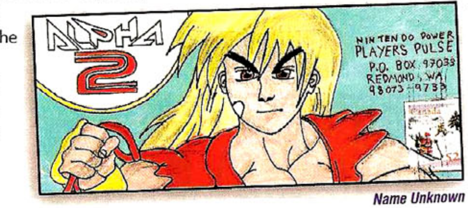


Karine Turcotte • Fabreville Laval, Quebec



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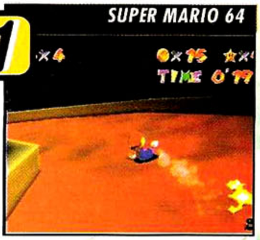
POWER CHARTS

Will Super Mario 64 ever be dethroned? Mighty Mario had better keep an eye out, because it looks like Link fans are set to stage a coup. Zelda 64 is still off on the horizon, but it's racking up piles of votes, making it this month's Most Wanted. Keep on voting, and we'll keep you up-to-date on the revolution!

NINTENDO 64 TOP 10


1 SUPER MARIO 64

Super Mario refuses to let go of the top spot, while Mario Kart 64 speeds into third, closing in on Dash Rendar. Sure, the Star Wars hero's tough, but he'll have to be the bridesmaid in this Mario sandwich.

2 STAR WARS: SHADOWS OF THE EMPIRE
93
Health
100
Laser

3 MARIO KART 64

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 SUPER MARIO 64	NINTENDO	1	6
2 STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	3	6
3 MARIO KART 64	NINTENDO	4	3
4 WAVE RACE 64	NINTENDO	2	6
5 CRUIS'N USA	NINTENDO	7	3
6 KILLER INSTINCT GOLD	NINTENDO	5	4
7 PILOTWINGS 64	NINTENDO	6	6
8 WAYNE GRETZKY'S 3-D HOCKEY	MIDWAY	8	6
9 MORTAL KOMBAT TRILOGY	MIDWAY	9	2
10 TUROK: DINOSAUR HUNTER	ACCLAIM	10	6

SUPER NES TOP 10

1 DKC 3: DIXIE KONG'S DOUBLE TROUBLE

Donkey, Diddy, Dixie, and Kiddy are this month's top bananas. Kudos to the entire Kong clan and their third Donkey Kong Country romp as they managed to dominate this month's Super NES top ten.

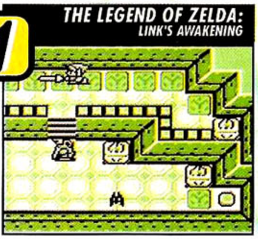
2 THE LEGEND OF ZELDA A LINK TO THE PAST

All I can do for you now is to comfort your weariness... Come back here any time.

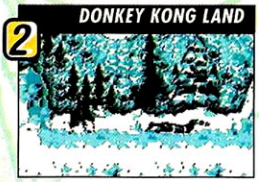
3 SUPER MARIO RPG

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	1	5
2 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	3	61
3 SUPER MARIO RPG	NINTENDO	4	11
4 TETRIS ATTACK	NINTENDO	2	8
5 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	8	17
6 CHRONO TRIGGER	SQUARE	6	20
7 SUPER MARIO KART	NINTENDO	9	47
8 FINAL FANTASY III	SQUARE	7	27
9 DONKEY KONG COUNTRY	NINTENDO	-	29
10 KILLER INSTINCT	NINTENDO	-	22

GAME BOY TOP 5


1 THE LEGEND OF ZELDA: LINK'S AWAKENING

The Game Boy Charts have been ruled by Link for almost three years, and the much anticipated rerelease of Link's Awakening will surely extend his reign for years to come. Long live the king!


2 DONKEY KONG LAND

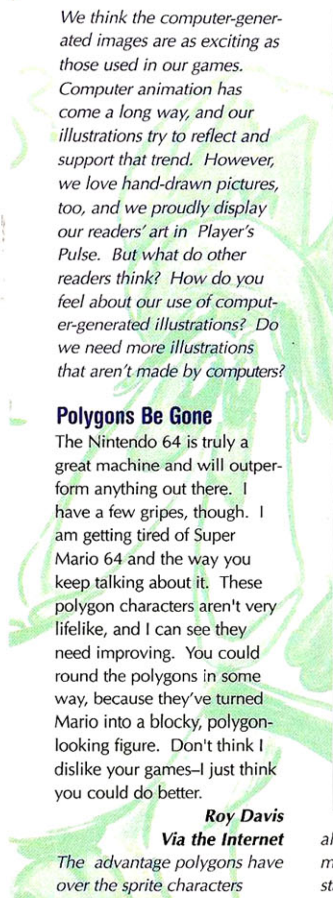
3 DONKEY KONG LAND 2

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	47
2 DONKEY KONG LAND	NINTENDO	-	26
3 DONKEY KONG LAND 2	NINTENDO	2	7
4 TETRIS ATTACK	NINTENDO	4	7
5 TETRIS	NINTENDO	3	52

MOST WANTED

1. THE LEGEND OF ZELDA 64 (N64)
2. 64 DD (N64)
3. NINTENDO 64
4. MARIO KART 64 (N64)
5. GAME BOY POCKET
6. SUPER MARIO 64 (N64)
7. STAR WARS: SHADOWS OF THE EMPIRE (N64)
8. YOSHI'S ISLAND 64 (N64)
9. X-BAND MODEM (SUPER NES)
10. STAR FOX 64 (N64)

LETTERS, CONTINUED...



We think the computer-generated images are as exciting as those used in our games. Computer animation has come a long way, and our illustrations try to reflect and support that trend. However, we love hand-drawn pictures, too, and we proudly display our readers' art in Player's Pulse. But what do other readers think? How do you feel about our use of computer-generated illustrations? Do we need more illustrations that aren't made by computers?

Polygons Be Gone

The Nintendo 64 is truly a great machine and will outperform anything out there. I have a few gripes, though. I am getting tired of Super Mario 64 and the way you keep talking about it. These polygon characters aren't very lifelike, and I can see they need improving. You could round the polygons in some way, because they've turned Mario into a blocky, polygon-looking figure. Don't think I dislike your games–I just think you could do better.

Roy Davis
Via the Internet

The advantage polygons have over the sprite characters you're used to seeing, Roy, is memory. A big part of a 3-D game like Super Mario 64 is the movement in and around objects. Polygon objects take up considerably less memory, so you can create truly vast worlds. And they're very lifelike, too, Roy. Just like in real life, a polygonal environment allows you 360-degree movement in a 3-D world. And just like you, a polygon has a fixed mass and takes up space (albeit in the computer world). These lifelike parameters always keep a polygon's movement within realistic standards. 2-D Sprites, on the other hand, are more like cartoons, because they're animated frame-by-frame and can be exaggerated. In the end, it's up to the game designer which animation method will be used, but chances are we'll see games that mix both styles. As far as making a polygon rounder, take a look at the Mario face greeting you in the opening of the game. It takes more memory, but it can be done!

On a Lark at NOA

Volume 87 Player's Poll Contest Winner, Kevin Gajer took to the skies with his choice of destinations featured in Pilotwings 64. Migrating from his home in Peoria, Arizona, Kevin specifically set his sights on landing in Seattle so he could visit Nintendo of America in nearby Redmond. After getting a bird's-eye view of Seattle from the Space Needle, Kevin shuttled to NOA for a whirlwind V.I.P. tour. Here, Kevin mingled with the creative flock at Nintendo Power to learn more about our magazine. Kevin also got a behind-the-scenes look at Nintendo, played infinite games, and swooped up a very early sneak preview of Mario Kart 64.

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WRITE AWAY RIGHT AWAY!

And the nominees are. . . Or what should they have been? We had a hard time narrowing down the contenders for our Power Awards. Did we overlook any of your faves?

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News about recent releases and upcoming games for all Nintendo systems. Call for help on Super Mario 64, Killer Instinct Gold, Star Wars: Shadows of the Empire, PilotWings 64 and Mortal Kombat Trilogy for the Nintendo 64. There's also help for any Super Mario game for the Super NES and NES, Donkey Kong Land for the Game Boy, and Zelda game, Donkey Kong Country 1, 2, and 3, EarthBound, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II, Killer Instinct, Street Fighter Alpha 2, Super Punch Out, Mortal Kombat II, Mortal Kombat 3 and Ultimate Kombat 3. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

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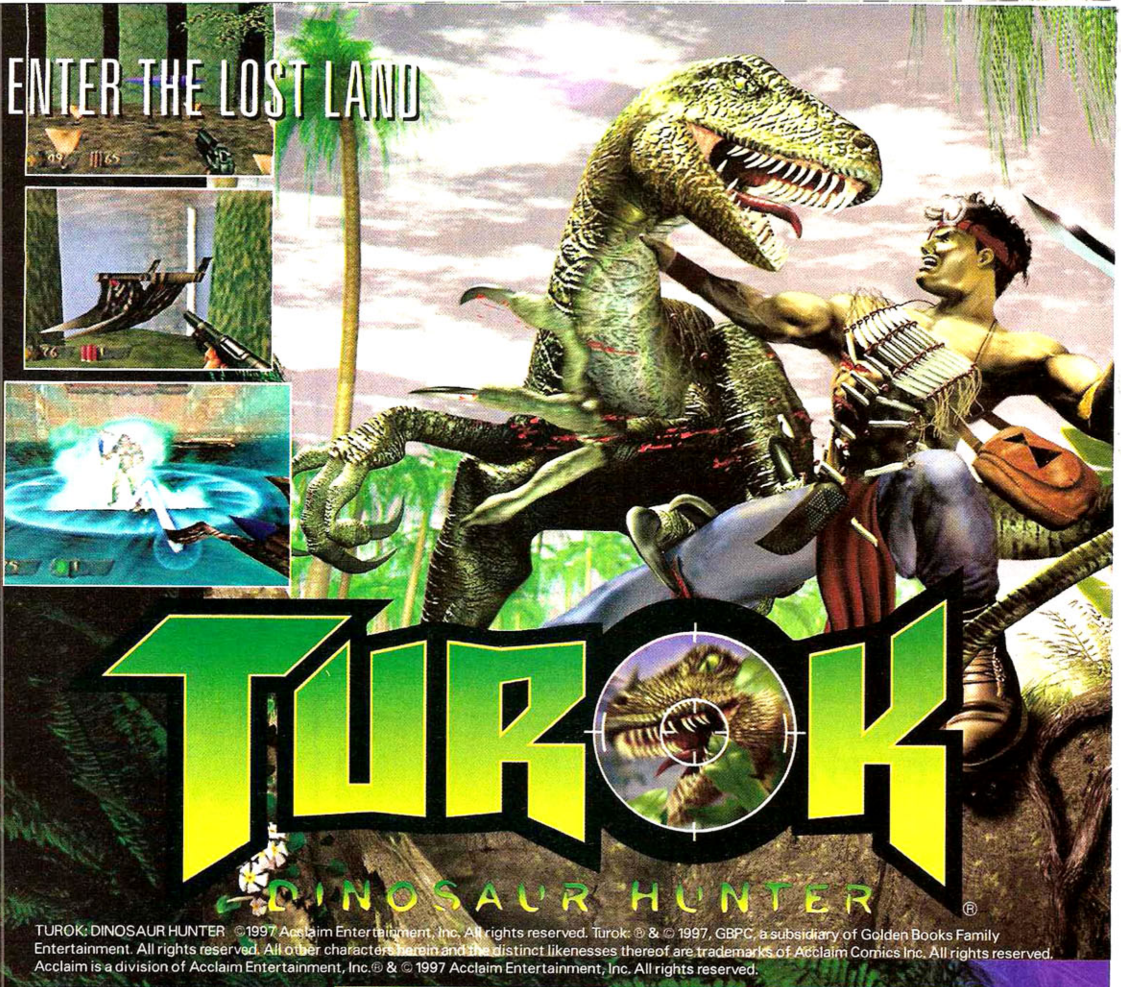

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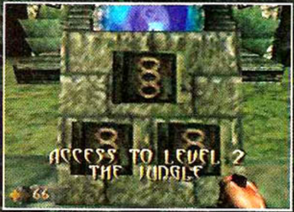


MY, WHAT BIG TEETH YOU HAVE

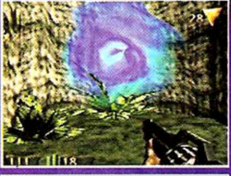
Do you hunger for adventure? Do you have a taste for the hunt? If so, then sink your chops into Turok: Dinosaur Hunter from Acclaim. Turok turns your N64 into an explosive, 3-D quest for the powerful Chronoscepter, which has been scattered in eight pieces in and around the Lost Land. Only comic hero Turok has the skill, courage and devastating arsenal to beat the evil Campaigner to the punch. While searching through eight stages, Turok battles some of the coolest enemies to be found in any video game. And talking about cool, the game even has a built-in Cheat Menu with codes you can find during play. So, if you like big guns and big adventure, and don't mind the dramatic death gurgles for which the game earned its M rating, then get ready for a blast.

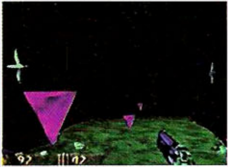
THROUGH THE WOODS

Warps and switches and transports, oh my. Turok gets around the Lost Land any way he can. Look for the ground switches to open up doors and gates. Standing on the switch activates it. Two-way transports look like glowing pools and take you in a flash to a linked area in a flash. Warps look like wispy, blue clouds and move you to one of several locations, but you never know where you'll end up.

WARP TO THE UNKNOWN

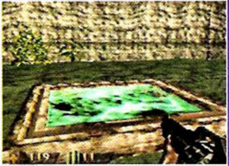
The shimmering warp portals promise to whisk you away from danger, but that isn't always how it works. Along with useful items, you'll often find challenges, as well. And warps don't always take you to the same area. It's a step into the unknown.





The warps react to conditions in the game. If you have a particular need at some point in the game, such as more ammo, you may find it in the warp area.

DOORS TO ADVENTURE



Transports zap you from one place to another, but unlike the whimsical warps, you always end up in the same place. Transports never close up shop and vanish like warps, either. Door, gate and wall switches are most often flat squares on the ground, but some switches are disguised or can be activated by defeating enemies.

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

LIFE & HEALTH

Get a life, or two. The triangular icons build up extra lives for Turok. Get one life for every 100 LF points you accumulate . Health points can be collected, as well. Many defeated enemies leave HP.

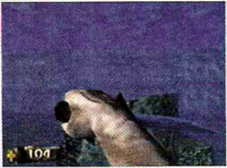
Life Force (LF)	
▽ +1	▼ +10

Health Points (HP)	
✚ +2	✚ +25
✚ Full Health	✚ +100

THE TUROK TANGO

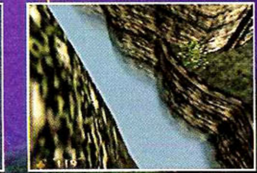
Turok, like all superheroes, has signature moves that make him cooler than mere mortals. In addition to walking, running, swimming and jumping, you have total control of Turok's head. The Control Stick moves his line of vision up, down, and all around. This is particularly useful for checking out what insidious peril lies below you in canyons or above you on ledges.

Swimming



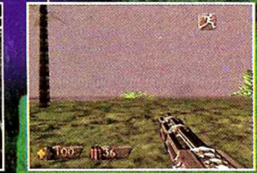
Turok takes to the water like a trout, except he can't stay under forever. Go up top when you start running out of air. You are limited to using your knife when fighting underwater evil.

Climbing



This is one of the coolest innovations in Turok. You can climb up surfaces such as walls with vines and rock faces. Turok climbs like Spider-man, but it can be tough identifying just where he can climb.

Running & Walking

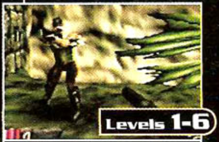


If you're in a hurry, you might want to switch from Walking mode to Running mode using the cross pad on the Controller. You can scroll around revealed maps using the cross pad, as well.

WHAT BIG CLAWS, TOO

The better for ripping off Turok's head. It seems that everyone here is either a cybernetically enhanced bionosaur, a psychopathic soldier, or a pulse-gun toting terror from another dimension. You'll be introduced to four big bad bosses, too. On the kinder and gentler side, Turok can blast innocent forest animals who gladly yield up their health points for the greater good. Make a note of our recommended attack.

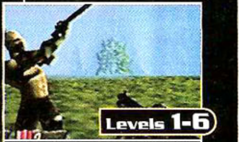
Commandos



Shotgun 1 Shell

These khaki-clad don't move far from their posts, but many carry weapons and will shoot at a distance. Look for them near structures.

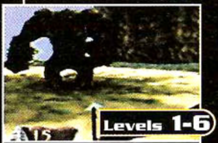
Natives



Shotgun 1 Shell

Although their weapons look primitive, these foes quickly run you down. Take them out with the shotgun if possible. In a pinch, use your knife at close range rather than the bow.

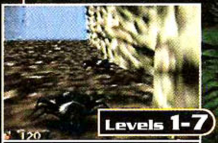
Pur-lin



Bow 2 Tek Arrows

The Pur-lin's huge fist can send shockwaves through the ground and some can blast fire balls at you. They move slowly, but they are very powerful.

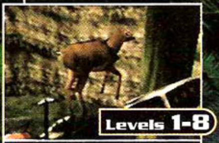
Beetle



Knife

These giant cockroach cousins usually crawl and flitter about in shadowy, underground mazes. Any shot will take them at a distance, but use the knife for close-in combat.

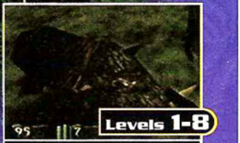
Deer



Bow 5 Arrows

The deer you encounter in the forest won't harm you, but it can provide useful health points. Each time you hit it, the deer gives up a +2 HP icon.

Wild Boar



Bow 5 Arrows

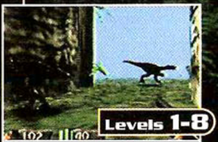
The boar, like the deer, is just a source for health points. You need to shoot several times to get all the health points from each animal.

Leaper

Shotgun 1 Shell

These subterranean creatures move by jumping diagonally. Shoot them at a distance if you can, because they are hard to hit if they get close to you.

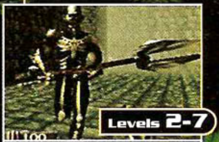
Raptor



Assault Rifle 6 Bullets

The ferocious raptors charge straight at their prey, then circle around you, attacking. Don't give them the chance. Shoot them while backing away.

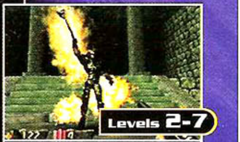
Ancient Warriors



Assault Rifle 3 Bullets

These soldiers aren't really skeletons. They're just painted to look like it. They don't shoot their blow guns until they get fairly close, so you have some breathing room.

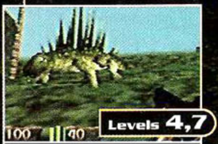
Demons



Shotgun 6 Explosive Shells

They may look human, but these beings are much tougher. They attack at once, sometimes with conventional weapons, sometimes with power blasters.

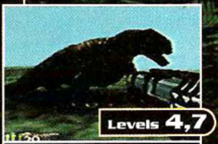
Dimetridon



Grenade Laun. 3 Grenades

You can waste a lot of bullets on this big boy, but grenades work wonders. It doesn't move fast, so you'll be safe at a distance.

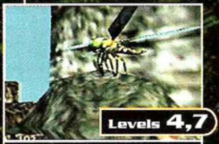
Iguana



Grenade Laun. 5 Grenades

This critter is quick and dangerous. Stay on high ground and keep moving. The grenade launcher packs the punch to put it down.

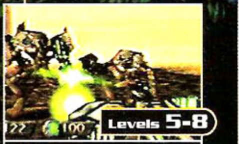
Mosquito



Knife

This is another pest that likes to get right in your face. It isn't very strong, though, so the knife is your best weapon for a quick victory.

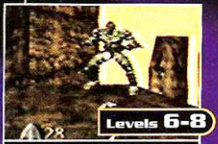
Alien Infantry



Alien Gun 3 Energy Cells

These aliens are fast and mean and they can dodge your shots. If you don't have one of the big guns, you might think twice about tangling with them.

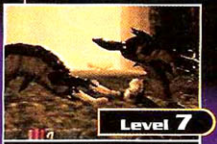
Cyborgs


Levels 6-8

Bow 3 Tek Arrows

The half-mechanical cronies of the Campaigner wear heavy armor. They may not be very mobile, but they don't have to be. Tek Arrow explosions will rock them, though.

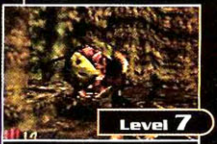
Subterraneans


Level 7

Shotgun 5 Explosive Shells

These creatures dig tunnels and suddenly surge out of the earth at your feet. They shoot a poisonous saliva and are vicious at close range. Run away and attack at a distance.

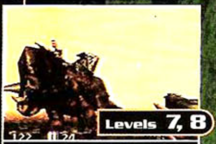
Killer Plants


Level 7

Shotgun 3 Explosive Shells

This vile vine shoots spiked spores, but if you keep moving from left to right and back again, you can avoid the toxic barbs.

Triceratops

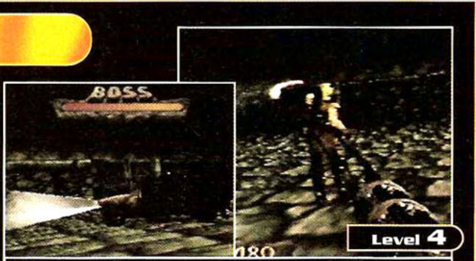

Levels 7, 8

Rocket Laun. 20 Rockets

With a rider firing rocket launchers from its back, the Triceratops is a walking fortress. Stay at a distance as you fire rockets at it or use the Alien Weapon.

Long Hunter

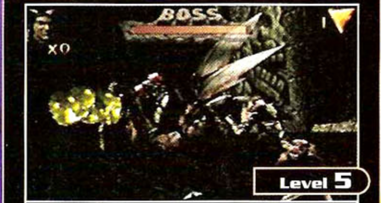
The first boss character in the game is more of a boss event. The Long Hunter is a commando you meet in the fourth level. His arena includes a stone rink surrounded by a moat. Jump into the moat to collect items before your battle. In the arena, use Tek Arrows to blow up the Humvee. With your back to the wall, continue to face the vehicle and keep moving around the edge to collect Tek Arrows. Use the shotgun or Mini Gun against the commando.


Level 4

Bow Multiple Tek Arrows

Mini Gun Multiple Bullets

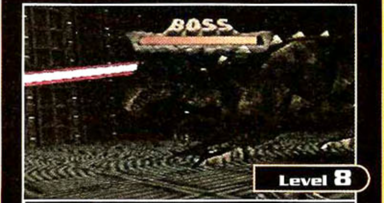
Mantis


Level 5

Shotgun Multiple Explosive Shells

The second boss, the mantis, is more of a traditional challenge. The gigantic insectoid hurls green glop while smashing walls with its mandibles. Duck into the hall where the mantis first appears. There you'll find Tek Arrows. Keep running backwards while keeping your focus on the mantis, so you'll be circling the creature.

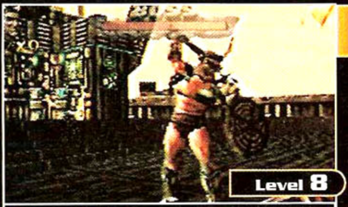
T-Rex


Level 8

Grenade Laun. Multiple Grenades

The huge arena where you meet the T-Rex boss gives you plenty of space to run around. When the creature leans forward and shoots its eye-laser, you can skip around to the side using the left and right C Buttons and get in several shots. The bays along the outer wall contain items to help you out.

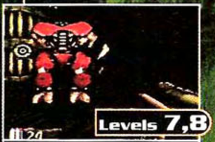
Campaigner


Level 8

Chronosceptor 6 Energy Cells

The Campaigner is Turok's final challenge. Use the Chronoscepter, keep moving around the large arena, or pick up the Tek Arrows that you can find here. The Campaigner rockets into the sky then reappears suddenly. Try backing away rapidly and shooting when the Campaigner lands. When he fires, sidestep to escape.

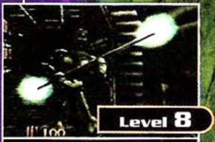
Heavy Cyborg


Levels 7,8

Rocket Laun. 8 Rockets

A head-on attack against these huge, robotic beings will be extremely painful. Try moving in from the sides or back and shifting your attack when they turn.

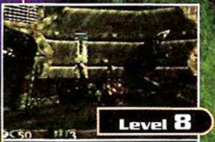
Staff Cyborg


Level 8

Assault Rifle 3 Bullets

Another of the Campaigner's mechanical minions, these cyborgs always close in on you. Luckily, it doesn't take much to drop them in their tracks.

Sludge Beast


Level 8

Grenade Laun. 3 Grenades

When you encounter these sewage crabs, keep your distance and use the grenade launcher to crack the hard shell. Sometimes it's best to stay out of the water.

LEVEL 1

It's time to get messy. In this first stage, Turok wades through water, lava, and mounds of dino meat. The mix of enemies should keep you on the move, but none of them are particularly tough and you don't have to contend with a boss character. The auto shotgun is the best weapon aside from Tek Arrows, which pack a wallop.

Weapons

- Pistol
- Shotgun
- Rifle
- Auto Shotgun

Warps

3

Health

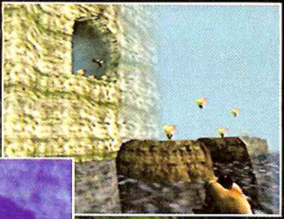
✚	✚	✚
16	1	2

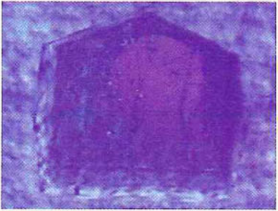
Items

Spiritual Invincibility	1
Back Pack	1
Tek Armor	2

My kingdom for a pistol

So, you're out here in the jungle with only a bow and a knife when you notice a pistol in this cave above the lake. Too bad you can't jump that high. There must be another way to get it. Try diving into the drink and swimming along the left side until you find an underwater cave. Then take a tunnel up to the cave where the pistol is waiting.

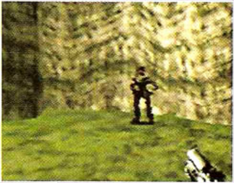


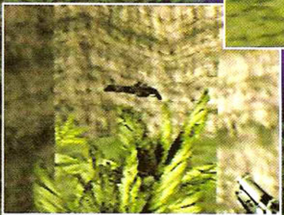


Swim along the left wall until you reach the mouth of an underwater tunnel. Follow the tunnel and it will lead out of the water. At the end of the passage is the pistol. It's loaded now, but you'll have to find more ammo along the way.

The first Big Gun

The pistol is nice, but what you really want is a weapon that can damage heavy machinery. You want the Auto Shotgun, and here's how you get it. Enter the narrow canyon beyond the log gate. Climb the vine to get the second key, then continue down the canyon, looking for a dark rock wall on the left. Blast the commando there, climb the wall, fight another commando and take the Auto Shotgun.

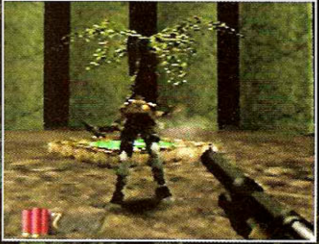


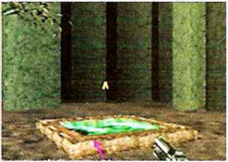


The commando in the secret area on top of the cliff is well armored. First shoot when you're still hidden by the bush, then move sideways around the open area, firing. If you move fast, you can grab the Auto Shotgun and use that.

The maze and beyond

A cave-dwelling Leaper chewing on your ankle is the second most annoying thing in the Lost Land. The most annoying thing is a whole bunch of Leapers chewing on both your ankles while you try to decide which weapon to use. You can avoid most of this problem by running past them, using the map function to navigate the twists and turns. When you emerge into daylight, look for a rock with a ladder leading to the top. You'll make a series of jumps to reach a transport that takes you into a new maze. In the middle of this maze, you'll find the first piece of the Chronoscepter.





The final maze is populated with beetles and commandos. Stay near the walls and move forward slowly. You can't shoot through the stone slats, so concentrate on the path ahead. Work toward the center of the maze and note landmarks, because the map doesn't work in here.

THE JUNGLE

In the jungle, the mighty jungle, the raptor roars tonight. You'll soon be singing tales of stone ruins, lakes, canyons, a village and even a rope bridge. It's a good place to resupply yourself and heal up. There are several tunnel mazes to explore and lots of enemies, but you don't have to fight them all.

Warps

3

Health

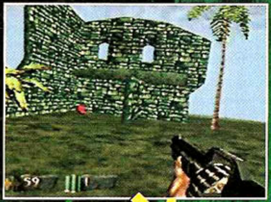
✚	✚	✚
11	2	3

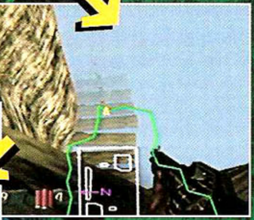
Items

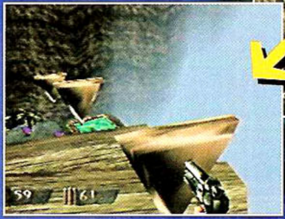
Spiritual Invincibility	2
Back Pack	1
Tek Armor	3

The hidden stair

The first ruins you come to has become the home of raptors and something of a mystery. There doesn't seem to be any place to go beyond the drop off. Search out every corner of the ruins, collecting ammo and Life Force icons. You can go up onto the ruined walls, as well, by jumping onto ledges. When you've cleaned it out, follow the cliff to the eastern edge to look for the hidden stair far below.



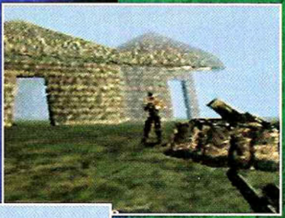


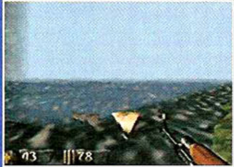


Although the stairway doesn't show on the map, you can see it below you in the mist. Drop down and follow the steps, collecting the long line of Life Force icons.

Turok takes a dip

When you reach the village, you'll probably be thinking, oh, good, civilization. But this collection of wattle huts isn't New York. It's guarded by commandos and haunted by raptors. The huts contain ammo and health, so search them all before heading for the lake. Don't forget to collect the trail of Life Force icons in the water. You'll also find a tunnel underwater that leads to a key. On the far side of the lake, you'll find even more items.

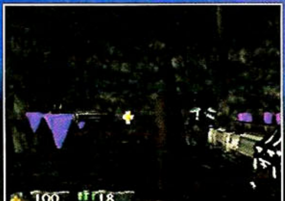




Move along the shore until you see the trail of Life Force icons. Line up Turok, and move straight out into the lake to pick them up. Look for more items underwater.

Tips in a nutshell

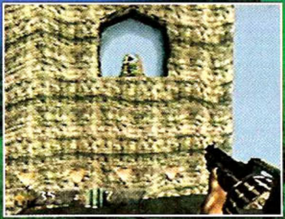
Here's a quick run down of upcoming jungle events. Explore the caves as you come to them. As before, use your map for navigation. In the canyon area, look for sharpshooters on the cliffs above. In the temple on the plateau, push the interior panel and run to the opening wall using the map. Inside, you'll find an Auto Shotgun and Tek Armor. Beyond that, you'll find another cave, where you should return when you have the grenade launcher.



Behind the stalagmites and stalactites you'll find some great items including an Ultra Health, but you must blast your way inside. Return when you have the grenade launcher.

Key out of reach

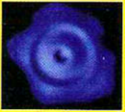
As you're strolling along a pathway beside a gorge thinking about what you'll have for lunch, say, raptor steaks or Leaper burgers, you may notice a cave on the opposite cliff wall conspicuously showing off a key just inside. Alas, you can't cross over. But you want the key. You need it. Further along the path you'll notice a palm tree top below you. That tree indicates the presence of a hidden ledge below. Jump down to the ledge and explore the caves. You'll find the key waiting for you at the end of the tunnel.



ANCIENT CITY

Put on your pith helmet and grab your excavation trowel because you're about to enter the archaeological wonder of the century. Unlike most relics of lost civilizations, this city is filled with people, and all of them want Turok's hide. Get set for a search and destroy mission as you poke into every corner, from the streets to the rooftops.

Warps



3

Health

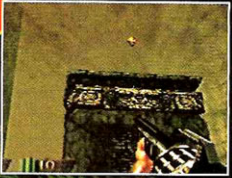
+	+	+
13	4	4

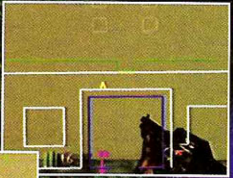
Items

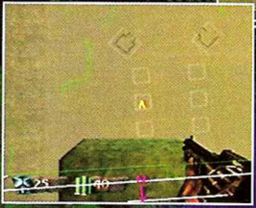
Spiritual Invincibility	2
Back Pack	3
Tek Armor	5

Take the high ground

Are you up for the Ancient City? Fact is, you should be up on top of the town where you can gather lots of great stuff. The city's stores of ammo, Life Force and health are substantial, but they're not all within easy reach. At times, you may feel like a high-wire walker while at other times you'll have to become more like a mountain goat leaping over chasms. You can't run from your problems, either. Defeating particular baddies opens up some areas like a door switch. Ancient Warriors, commandos, Pur-lins, raptors and others will eat up your ammo, so resupply is essential. Make use of the corners of buildings to stay out of the aim of the enemy.



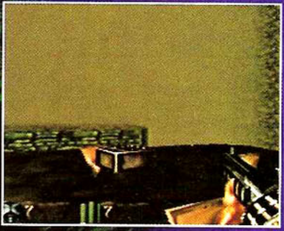




Beyond the first buildings, you'll come to a set of stairs. Follow them up to a higher level. From there, you can reach the rooftops of the buildings below. Some of the jumps will be to small pillars. Use the map to line up your jumps.

Supply central

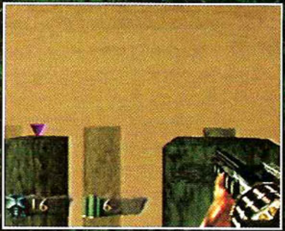
About half way through the city, you'll find yourself in a neighborhood of many stone buildings. Ancient Warriors and commandos are on guard everywhere, and more keep appearing from transport beams. You'll have to listen carefully because the enemies are all around you. You'll find another set of stairs here that can lead you up to these rooftops, as well. That's where you'll find the best concentration of items.



You can jump from one roof to the next by making running starts. You'll find plenty of ammo, like this box of bullets, plus Life Force icons and health.

End it all with a jump

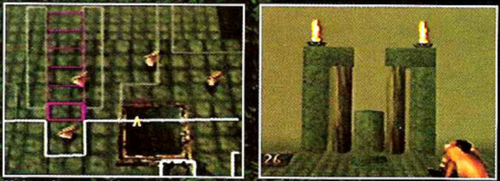
When you reach the end of the city area, use the save shrine to record your data before taking the final plunge. To reach the Hub arch, you'll have to defeat a Pur-lin and make a series of jumps across these pillars. Once again, use the map function to help you make the jumps.



As you're setting out on the pillar area, keep to the left and look for a vine on the left. Use the vine to reach the area where you'll find a piece of the Chronoscepter.

Open the transport

In several parts of the Ancient City, you'll find pillars blocking an area where you want to go. To reach the transport behind these pillars, you must get to a pillar that acts as the switch that lowers the wall. First, look for the switch that opens up the underground tunnel. Then follow the path to the transport that takes you to the top of the pillar.



Using the map, identify the switch, which looks like a red square. If you jump on the switch, it opens up an underground passage. Take that passage to the transport pad. Once you're on the pillar, the wall lowers, giving you access to the next transport.

THE RUINS

Here's another area that is so long it is bound to ruin your day. The Ruins is filled with ancient secrets such as hidden passages. You'll also find the grenade launcher here, which increases your firepower. One courtyard in the Ruins contains statues of enemies that come to life. As always, you'll find caves, waterways and plenty of enemies lying in ambush.

Weapons

Grenade Launcher

Warps

3

Health

✚	✚	✚
10	5	4

Items

Spiritual Invincibility	1
Back Pack	1
Tek Armor	3

Behind the Hub Arch

Sometimes it isn't best to take the most direct route. In the case of the Ruins, instead of pushing straight ahead, circle around behind the Hub Arch and follow the narrow canyon. You'll have to swim through Leaper infested caverns, but that's always fun, and once you reach the area of ledges and platforms, you'll find a 25 point health icon and a backpack, which makes it worthwhile. You'll end up deep in the heart of the Ruins.

Follow the winding trail behind the Hub Arch. You won't find serious resistance here. At the end of the path, a cliff drops down into an area of the Ruins where you can begin your exploration.

Grabbing the grenade launcher

The grenade launcher is one of the most useful weapons you'll find, so don't pass it by. Inside the Ruins, look for a maze of pillars. Once you've found it, work your way through the maze, heading toward the southwest. (The compass on the map screen finally comes in handy.) Here, in the southwest, you won't find armadillos or cacti, but if you push along the wall you'll discover a hidden passage that leads to the grenade launcher, and that's much more useful than an armadillo.

Once you've found the secret passage, the battle has just begun. Inside, you'll find a platoon of commandos waiting for you with loaded armadillos, sorry, weapons.

The high warp

When you reach this odd wall of water, it isn't the end of the road. Turok can step right into it, then swim up to the top and emerge above the maze of pillars. Using your map while you're inside the water column, look for a ledge to which you can jump. From there, you'll have to head across the tops of the pillars toward the northeast corner of the area. As you've discovered by now, pillar jumping is a matter of careful planning and execution.

When you're inside the watery wall, use your map to look for the ledge. You'll be able to jump out of the water to the ledge to continue your journey.

Crossing the pillar maze won't be easy. Some jumps are impossible. To avoid falling, carefully look at each jump before you leap. If it looks too high, it's not the right path.

THE CATACOMBS

This vast, underground network of rooms and tunnels is one of the most confusing in the game. Explore it in sections, possibly using several save positions on your Controller Pak, just to get an idea of where everything is located. But for all the difficulty, it is also a treasure trove since you can pick up two of the best weapons in the game.

Weapons

Minigun

Pulse Rifle

Warps

2

Health

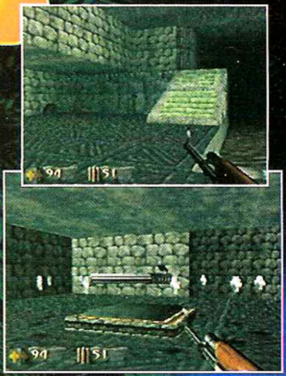
✚	✚	✚
14	4	3

Items

Spiritual Invincibility	2
Back Pack	2
Tek Armor	5

Mini Gun squeeze

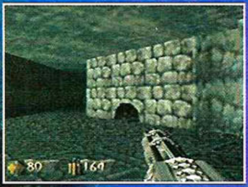
The powerful Mini Gun and its ability to spray lead all over the place is about to become yours. Stop salivating and read on. When you reach the bottom of the long stairway leading into the Catacombs, take the left path and continue down until you find a switch on the floor. Follow the left passage, then turn right at the statue. The hallway turns into a short waterway and on the far side of the water, you'll find a room filled with Leapers. Keep your eye on the right wall where you'll see a low arch. Turok can crawl through this passage into a room with the Mini Gun and lots of health points.

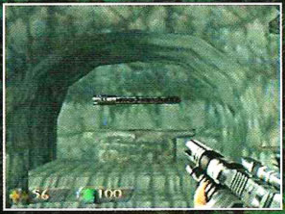


Go up to the hole in the wall and Turok automatically gets down on hands and knees to crawl through. The rocky tunnel has no enemies and the Mini Gun is just ahead.

On to the Chronoscepter

Now that you've got a really big gun, you might think that life will become easy. Forget it, pilgrim. The bigger the gun, the bigger the enemy. Once you step out of the Mini Gun chamber on your way to snag the piece of the Chronoscepter, you'll be met with fierce resistance. Mow them down and head to the left down the hall, looking for a tunnel nearby on the right. Inside, pick up the health and ammo. You'll make a right turn, then a left, and arrive in a water-floored room with a tough warrior.

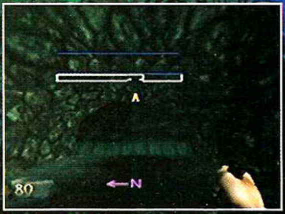




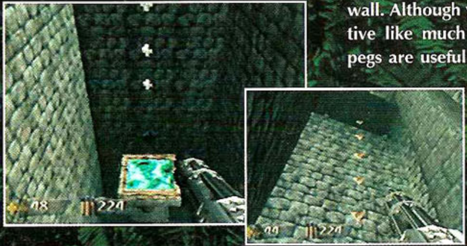
Pick up the goods along the way, crawling straight down the main tunnel unless there's no choice. At the dead ends, go right, then left down the slope to the inner chamber where you'll find the piece of Chronoscepter. Use Tek Arrows against the guardian warrior.

Ledges, maps and more.

It's time for a greater challenge than mere bad guys can provide. It's time to look at the wall! Another tunnel will lead you into a room where you'll find bricks or pegs protruding from the wall. Although you might think they are decorative like much of the texture mapping, these pegs are useful. Turok can climb up them, and from the top, jump off into a transport. Since there's so much to find in the Catacombs, grab the Backpack near the waterway on the way to the Mini Gun so you can stock up.



When you're in any of the low tunnels, the map function doesn't show the route, but if you leave the mapping on, you'll be able to see nearby corridors and rooms—places you may be heading towards. Seeing the outline of the main Catacomb rooms is a good navigation tool.



TREE TOP VILLAGE

Turok's quest takes to the trees in the sixth stage. Some of the toughest jumps in the game are made even more difficult due to the army of sharpshooters who take aim at you from all around. Here, you get the powerful Alien Gun and, if you're lucky, you might pick up the Pulse Rifle in a warp area.

Weapons

Alien Gun

Warps

3

Health

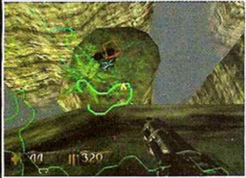
✚	✚	✚
12	3	4

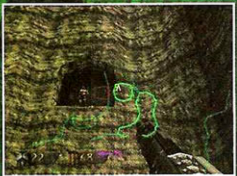
Items

Spiritual Invincibility	2
Back Pack	3
Tek Armor	5

Turok the goat

Goat-like behavior is a much underrated quality for superheroes. Since you have to make multiple jumps to distant lower ledges, line up your jumps using the map. As you're leaping, enemy commandos take the odd potshot at Turok. Use the Mini Gun or Assault Rifle to quiet them down. Even though you can see items in the caves, you can't jump to them from the lower ledges. At the end of this area, jump into a rare hole-in-the-ground transport.

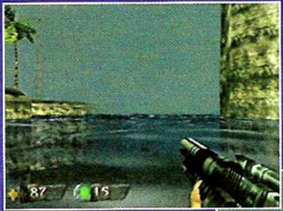


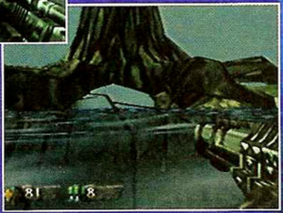


The colors of the map lines hint at the distance you must cover. Brighter lines are closer than dim lines. Brown lines indicate tunnels or platforms. Once you jump to a ledge, scan the cliff sides above you for enemies and neutralize them before making your next jump.

Going up?

How do you get into the Treetop Village? Simple, you take an elevator, of course. At the end of the shallow lake, look for a large tree with a hole in the base of its trunk. If you swim into the hole, you'll find an elevator that takes you into the branches and boardwalks of the Village. Before you reach the hole, however, you'll face a gauntlet run of enemies. By staying in the water, you can avoid being seen and make it safely to the tree ahead.

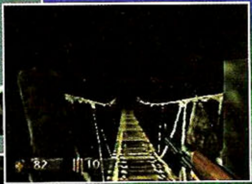


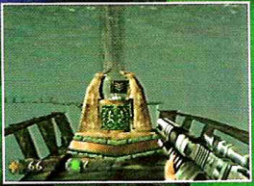


At the end of the water area, look for the large tree. Swim into the opening in the trunk and take the elevator to the top where you'll begin your exploration of the second major area of this level.

The last key

At the end of this stage, you'll need to get a key in a cave—a key which seems to be out of reach. (If Turok had a nickel for every key that seemed out of reach he'd have enough money to hire someone else to wrestle these pesky bionosaurs.) Take the bridge into a cave where you can save your progress, then battle the Pur-lin that is around the corner guarding the rope bridge that leads out of the tunnel. If you make it past the guardian, you'll be able to jump to a ledge and from there go into the cave with the key.





Use Tek Arrows to blow away the Pur-lin, then stand in front of the bridge. You'll have to jump forward and to the left to reach the ledge. From there, you can reach the cave that leads to the final key.

THE LOST LAND

The Lost Land has been tortured by war for eons, and the scorched earth and twisted plants show every blow. From cliffs and tunnels to lava pools and man-eating plants, you must watch every step. Watch out for Boobie-traps, as well. If you didn't get the Alien Weapon earlier, you'll find it near the starting area.

Weapons

Particle Accelerator

Fusion Cannon

Warps

3

Health

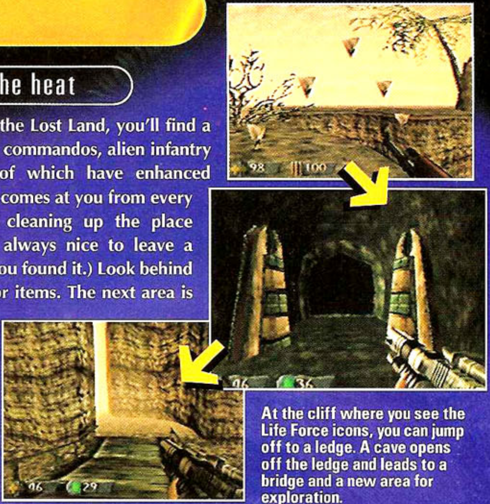
15 4 5

Items

Spiritual Invincibility	1
Back Pack	1
Tek Armor	5

Escape from the heat

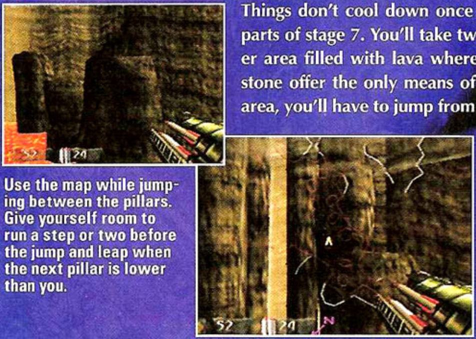
When you first arrive in the Lost Land, you'll find a greeting party of beetles, commandos, alien infantry and bionosaurs, some of which have enhanced attacks. Since the enemy comes at you from every side, spend some time cleaning up the place before moving on. (It's always nice to leave a place cleaner than how you found it.) Look behind rocks and inside caves for items. The next area is just as hot. The lava pools and mosquitos seem without end. The area isn't a dead-end, though. Look for the Life Force icons to lead the way out.



At the cliff where you see the Life Force icons, you can jump off to a ledge. A cave opens off the ledge and leads to a bridge and a new area for exploration.

Temperature's Rising

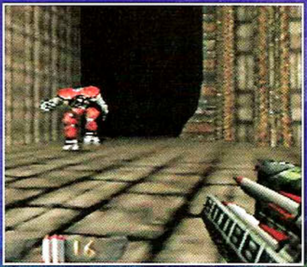
Things don't cool down once you make it past the initial parts of stage 7. You'll take two transports to reach another area filled with lava where rising and falling pillars of stone offer the only means of continuing forward. In this area, you'll have to jump from one pillar to the next. If you fall, well, some like it hot, but not Turok.



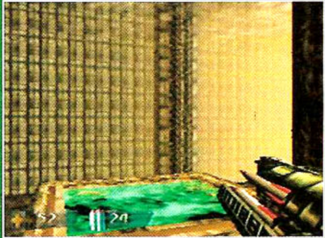
Use the map while jumping between the pillars. Give yourself room to run a step or two before the jump and leap when the next pillar is lower than you.

Fortress of fun

The Campaigner's fortress lies just ahead once you cross the pillars, but before you get inside, you'll have to destroy an army of demons and the guardians of the outer walls of the fortress itself. The grenade launcher comes in handy for the last effort, so don't waste grenades before you get there. Explosive shotgun shells should do the trick on the demons and, fortunately, you can find them all along the trails of the Lost Land leading to this point.



The walls of the fortress are protected by robotic patrols who don't like the look of you at all. It's time to use your horde of grenades or rockets against the brutes to open the way ahead.



Before stepping onto this transport pad, prepare for a hostile welcome. You won't have time to collect spare health or ammo once you appear on the other side.

FINAL CONFRONTATION

With all the blasting and screaming going on, it's a wonder that the Campaigner has the patience to wait for you at all. But as it turns out, you're going to have to cut through a patrol of triceratopsians, cyborgs, robots and other nasties before you have the privilege of meeting Mr. Fun and ending his warped plans for universal domination.

Weapons

Chronosceptor

Warps

2

Health

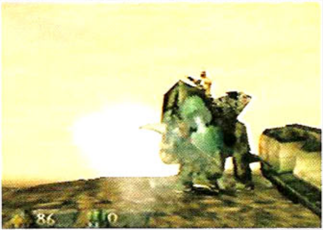
11 4 4

Items

Spiritual Invincibility	1
Back Pack	2
Tech Armor	3

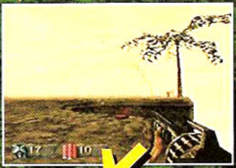
Triceratops of terror

Having come this far with the same body, you might be pardoned if you think you're pretty tough. The programmers at Iguana want you to prove it, though, so they put a pair of humongous triceratops in front of you and they armed them with rocket-launching lackeys. That grenade launcher you picked up at the beginning of the stage (if you didn't have one before) and the case of grenades is just the dynamic duo you need to toast the triceratops.

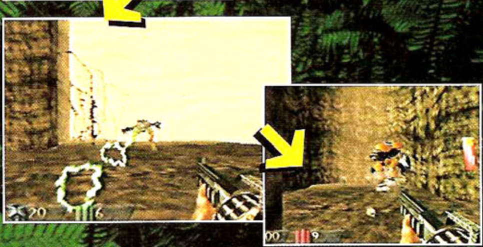


The big bionosaurs pack a huge punch, but you can easily circle them or play peek-a-boo from the canyon where you enter the desert area in front of the fortress.

Pick up the pieces



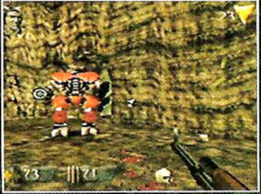
When the triceratopsians have fallen to your brutal barrage, it's time to go beach combing along the cliffs for goodies. Sure, you'll run into a few fire-breathing raptors along the way, but think of it as an opportunity to keep you sharp for the rigors still lying ahead in the fort. Follow the map lines along the trail and, at the end, you'll be rewarded for your curiosity.



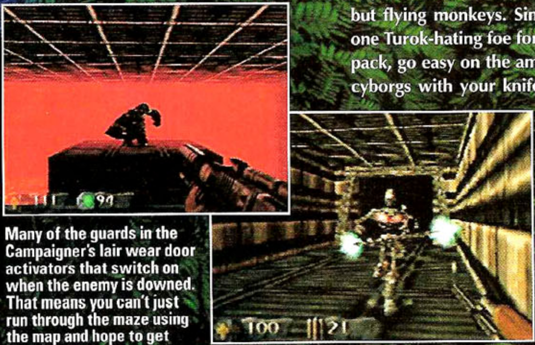
By following the trail to its end, you'll come across an Ultra Health icon that boosts Turok by 100 Health Points. It's like taking a billion aspirins all at once.

Final fortress

Ah, the fortress at last. You've got everything here but flying monkeys. Since there is approximately one Turok-hating foe for every bullet in your backpack, go easy on the ammo or get used to fighting cyborgs with your knife. Although it's not overly difficult finding your way around, staying alive is a major headache. Thus ends our quickie play-through of Turok. Next month, Power will spend some pages powering you up with in-depth, life-saving, Turok strategies and maps.



So how do you actually get inside the fortress? Keep moving to the west along the outer wall. You'll run into a robotic doorman armed with a Turok-terminator. That's the way in.



Many of the guards in the Campaigner's lair wear door activators that switch on when the enemy is downed. That means you can't just run through the maze using the map and hope to get anywhere.

THE WORLD'S GAME • THE WORLD'S GAME • THE WORLD'S GAME •
FIFA
FIFA
SOCCER
64

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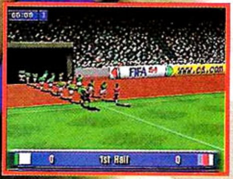
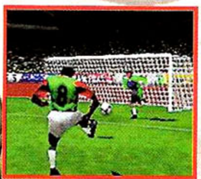
This month Electronic Arts introduces FIFA Soccer 64, a Nintendo 64 Pak for from one to four players. It's guaranteed to score big points with game fans–and kick some pixilated grass.



FIFA Soccer 64 isn't a typical sports sequel. The game's ground-breaking graphics, sound samples and computer AI enhancements take this Pak where no sports title has gone before. You'll see the difference the moment you kick off at midfield. All 22 players on the field are fully-rendered with a new technology Electronic Arts calls motion blending. Motion blending combines real-time rendering with motion capture data, so you see realistically drawn, smooth-moving players sprinting toward the goal, not the jerky, synchronized clones you'll encounter on inferior console systems. Other graphic details include the actual jersey numbers on the back of all players and mud in high traffic areas of the field. Graphics and speed are only a couple of the innovations in this exceptional sports game. FIFA Soccer 64's development team assembled a massive sound palette, packing in the digitized chants of the crowd and snippets of running commentary from a trio of the top European sports announcers: Andy Gray, Des Lynam and John Motson. And if that's not enough, the game's AI has been reprogrammed and packed with enhanced programming algorithms, including a "learning" subroutine that identifies your favorite strategies and adjusts to counter your best moves. Gone are the days when you could always score a goal from a certain spot on the field. You'd better start planning your new soccer strategies now, and check out the game's array of user-friendly options on page 24.



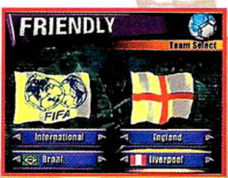
FOUR WAYS TO SCORE

Like its 16-bit predecessors, FIFA Soccer 64 has a variety of modes to satiate your soccer cravings. Select from four styles of play ranging from a quick, one-time Friendly game to an extended, season-long League campaign.

2:10 2
B C Carson

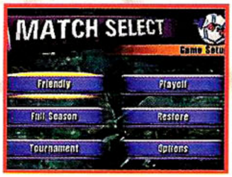
Friendly

Friendly mode is a one-time game between two teams in any international league. This mode is great for figuring out matchups you'd never see in the real world. For example, you can pit Brazil's national team against English F.A.'s Liverpool Club.



League

Pick a team and fight your way up the rankings in one of six international leagues. You'll have to play every team in your league twice as you fight for your share of league points. Wins count as two points and ties count as one. No points are awarded for losses. The team with the most points at the end of the season wins the championship.



Tournament

Play in a World Cup format with twenty-four teams divided into six regions or create your own domestic tournament with one of the other five leagues. If you have a Controller Pak, you can spice up your roster by customizing your team with the game's trading option.

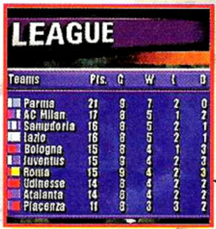
Playoff

Playoff mode is the elimination stage of tournament play. If you lose a game, your team will be knocked out of contention. You can save your progress along the playoff tree if you have a Controller Pak plugged into your N64 Controller.

TEAMS

NEARLY 3,000 AUTHENTIC PLAYERS FROM EVERY CORNER OF THE WORLD

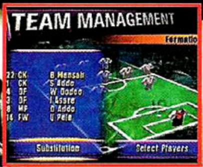
Soccer is the most played and watched sport in the world. FIFA Soccer 64 is packed with over 2,940 authentic players from every corner of the world, each with accurate statistics rated from 0 to 99 in 14 different attributes. All these athletes are divided among 140 teams in six international leagues. If you're up for extreme number-crunching, you can make your own dream team by trading players, and you can save your roster on a Controller Pak.



LEAGUE

Teams	Pts.	G	W	L	D
Parma	21	9	7	2	0
AC Milan	17	8	5	1	2
Sampdoria	16	8	5	2	1
Lazio	16	8	5	2	1
Bologna	15	8	4	1	3
Juventus	15	9	4	2	3
Roma	15	9	4	2	3
Udinesse	14	8	4	2	2
Atalanta	14	8	4	2	2
Piacenza	11	8	3	3	2

Number-crunching stat freaks will love all the details in FIFA Soccer 64. The game features almost 3,000 players from over 140 international teams.



TEAM MANAGEMENT

22 GK B Mensah
1 GK S Addo
4 DF W Dodoo
3 DF I Asare
8 MF O Addo
14 FW U Pele

If you don't like the numbers, go ahead and change them. You can trade players between teams and save your roster on your Controller Pak.

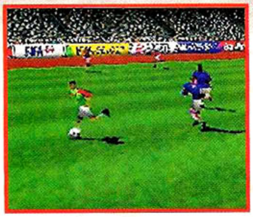
00:29 2
FIFA 64
EA SPORTS

20 2
2
2nd Half
1

Each player in the game is individually rated from 0 to 99 in 14 different attributes.

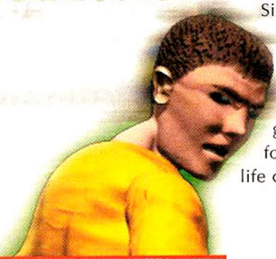
OPTIONS

Bend the rules or break the laws of gravity with FIFA Soccer 64's versatile Options menu. If you insist on playing by the rules, you can select a new difficulty level, simplify your controller configuration or turn the tables on the computer player by switching teams. Check out the game modes listed below.

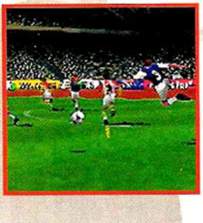


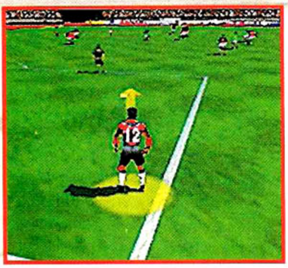
If you're looking for true-to-life soccer action, Simulation mode is for you. All teams and players are rated according to their real-life counterparts. Anything more realistic leaves you wearing grass stains.

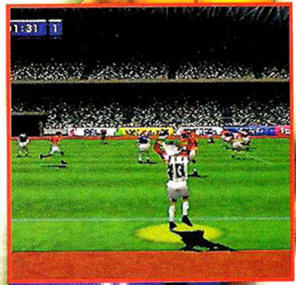
Simulation



Simulation mode replicates the action you'd see on an actual field or on television. When you select Simulation mode, all the teams in the game reflect the performance of their real-life counterparts.

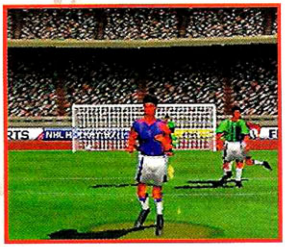


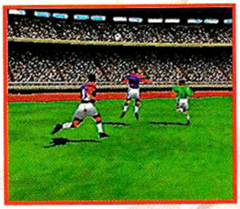




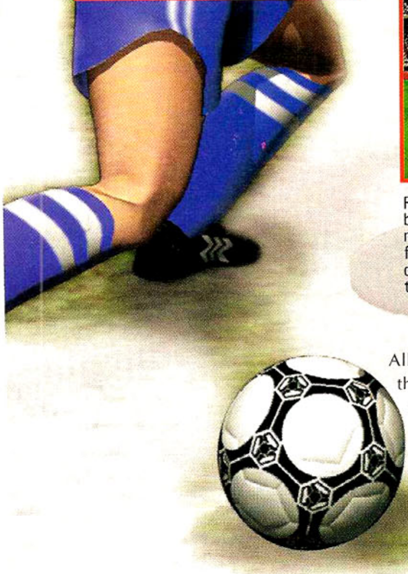
Action

Why play in the zone when you can win it all in the Twilight Zone? Action mode exaggerates your team's abilities. A player with a good speed rating can outrun a semi or chase gravity-defying goal kicks that clear the halfway line.



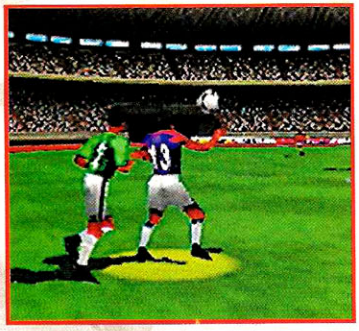


Fry Newton's laws of gravity and burn the soccer rulebook in Action mode. This style of play is strictly for fun. You can toss out the ref's deck of yellow and red cards by turning off the Penalties option.



Arcade

All teams are balanced in Arcade mode, so they take to the field at equal strength. This mode is ideal for gamers who have favorite teams that don't fare well in their real-life soccer leagues.



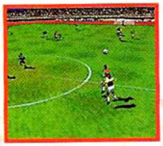
If you're tired of seeing your favorite team lose, balance the odds by playing in Arcade mode. All teams are at equal strength when this mode is selected.

CATCH ALL THE ACTION

A key feature in 3-D sports games is multiple camera angles. FIFA Soccer 64 has no less than eight different camera angles, so you never lose sight of the ball. And, an innovative Picture-in-Picture option lets you catch the action from two places at once.

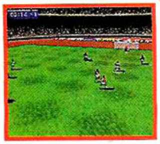
Stadium Cam

The stadium cam gives gamers a perspective similar to the cable cam, but without the cinematic close-ups or wide-angle shots.



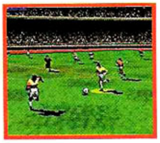
Cable Cam

The cable cam offers a low overhead perspective, as if the camera were suspended by a wire over the field.



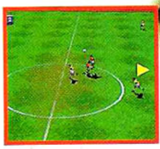
Shoulder Cam

The shoulder cam takes to the field, giving you all the action from the perspective of a player.



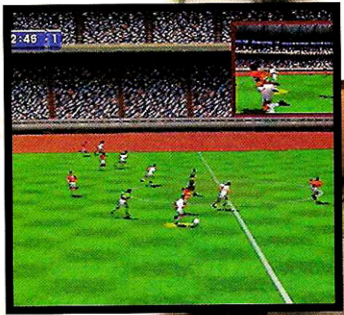
Tele-Cam

The wide-angle tele-cam captures all the soccer action just like it would appear on television.



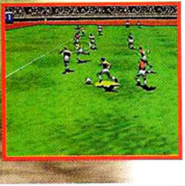
Picture-In-Picture

FIFA Soccer 64's PIP feature works just like the state-of-the-art technology on today's high-end televisions. Select your second camera choice and follow the action on the big screen or in the small, PIP box. You'll never lose sight of the ball–especially when it slams into your opponent's net.



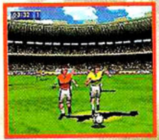
N64 Cam

The N64 cam is an intelligent hybrid between a sideline cam and a cable cam. You see the action in a medley of close-up and wide-angle shots.



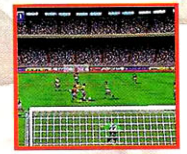
Ball Cam

The ball cam is at knee level and nearly on top of the ball, so you see the game close-up from the center of the field to the back of the net.



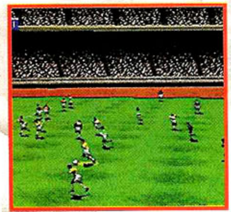
Endzone Cam

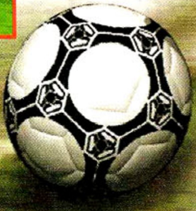
The wide-angle end zone cam catches the end-to-end action from a lofty perch above the goalie.



Sideline Cam

The sideline cam chases the action at ground level from one side of the field, automatically switching from close-ups to wide-angle views.





Get the complete skinny on the best strategies for FIFA Soccer 64. We'll cover the best tactics against the computer and human opponents, and give you the inside scoop on which teams are the best in the game. Look for the upcoming review from Nintendo Power!

MARIO KART 64™ TIME TRIALS

WE'LL HELP YOU PUSH THE PERFORMANCE ENVELOPE WITH THE TOP TIME TRIAL TIPS FOR EVERY COURSE, INCLUDING EXCLUSIVE SECRETS AND SHORTCUTS THAT COULD COME ONLY FROM NINTENDO!

©1996 Nintendo.

GHOST WITH THE MOST

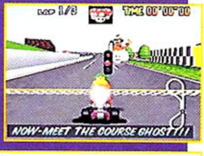
You've bumped Bowser off the GP circuit and shown Mario that he shouldn't give up his day job, so what's the next challenge, you ask? If you've merely sampled the bumper-bashing thrills of the Mario GP, then you've only just begun to drive. In the Time Trials, not only do you race against the clock, you race against the toughest, most tenacious driver you'll ever face—yourself! The object of the trials is, of course, to record the best time possible on each course. After the first few runs on a given course, you'll be joined by a "Ghost" of your own driver. Your Ghost will run the course with you and replay your best time trial exactly as you performed it. Faced with your own brilliant driving, you'll be inspired to greater heights and frustrated to no end!

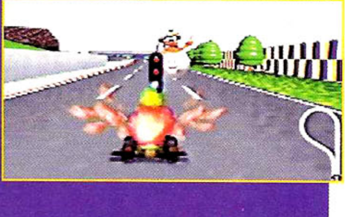
LAP 1/3
TIME 00'03"
YOSHI

LAP 1/3
TIME 00'08"83

ROCKET BOOST

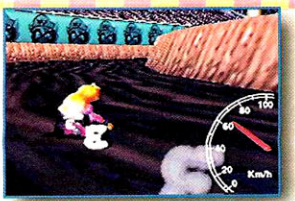
Here's a tip that will help you get a jump on things right from the Starting line. When Lakitu floats into position, keep your fingers off the accelerator. Press and hold the accelerator just before the green light comes on. If you time it correctly, you'll get a Rocket Boost that will take you from 0-70 kph in no time flat!

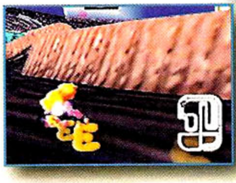


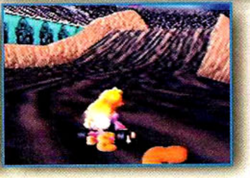


THE POWER SLIDE

The key to a record-setting run is the power slide. As you steer into a turn, press and hold the R Button to start sliding, then quickly press the joystick in the opposite direction to hold the slide. As smoke comes off your tires, quickly flip the joystick back into and then away from the turn, pause and repeat. When the smoke turns red, let go of the R Button to stop sliding and receive a "mini-turbo" boost!







GHOST OF A CHANCE

After several runs on certain tracks, you will be joined by yet another fab phantom. Some tracks have their own Course Ghosts, and they will perform perfect runs every time. A Course Ghost can be beaten, but it's not easy!

LAP 1/3
TIME 00'00"00
NOW-MEET THE COURSE GHOST!!!

PIT PREPARATIONS

Our Nintendo Power Pit Crew has mapped out all the major danger zones, shortcuts and pro strategies for each track. One last bit of advice, though, before you hit the road: switch your main view from the map display to the speedometer display. You'll be able to better monitor your speed and adjust your tactics accordingly!

TRACK INFO

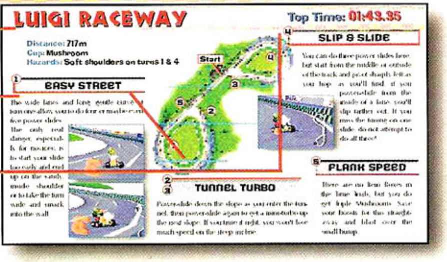
Track info includes the length of the course, which circuit the course is in and any major hazards to watch out for.

MARKERS

The numbered markers indicate the specific section of track a tip is referring to. See what's coming up at a glance.

TRACK TIMES

These times are set at what we consider an "expert" skill level. Use them as a rough gauge of your own performance.



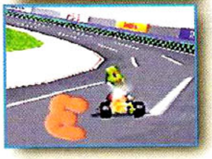
LUIGI RACEWAY

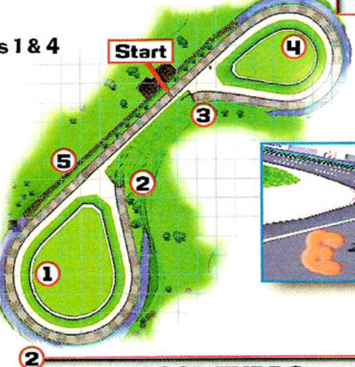
Top Time: 01:43.35

Distance: 717m
Cup: Mushroom
Hazards: Soft shoulders on turns 1 & 4

① EASY STREET

The wide lanes and long, gentle curve of turn one allow you to do four or maybe even five power slides. The only real danger, especially for novices, is to start your slide too early and end up on the sandy, inside shoulder or to take the turn wide and smack into the wall.





② ③ TUNNEL TURBO

Power-slide down the slope as you enter the tunnel, then power-slide again to get a mini-turbo up the next slope. If you time it right, you won't lose much speed on the steep incline.

④ SLIP & SLIDE

You can do three power slides here, but start from the middle or outside of the track and pivot sharply left as you hop; as you'll find, if you power-slide from the inside of a lane, you'll slip farther out. If you miss the timing on one slide, do not attempt to do all three!

⑤ FLANK SPEED

There are no Item Boxes in the Time Trials, but you do get Triple Mushrooms. Save your boosts for this straightaway and blast over the small hump.

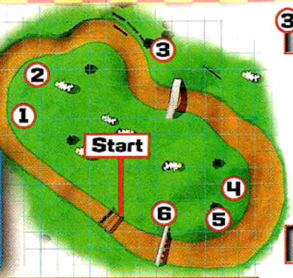
MOO MOO FARM

Top Time: 01:18.70

Distance: 527m
Cup: Mushroom
Hazards: Moles, hills, overpass

① ② BUMPY WAY

With the bumps and hills along turn one, you may get fewer mini-turbos here (two to three at best) than you might expect. Take an outside line to avoid the moles. There is a line through them, but you have little steering control when sliding, so it's risky.



⑥ FINE LINE

Use a mini-turbo or one of your Triple Mushrooms to cut the corner between the inside post and the fence.

③ NAME POWER

Power-slide out near the "Nintendo" sign to zip over the steep hill on the left. You may not have enough room around the overpass to power-slide, but short slides will help you maneuver and maintain speed in the quick turns.

④ ⑤ MOLE MANIA

Take a center line to avoid the moles, power-sliding as much as you can. If you're daring, line up your last slide to power down the straightaway between the inside post and the fence.

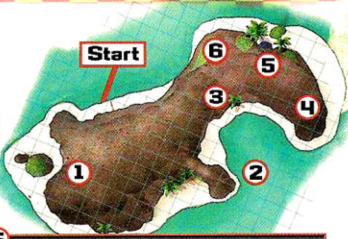
KOOPA TROOPA BEACH

Top Time: 01:30.92

Distance: 691m
Cup: Mushroom
Hazards: Crabs, water

① ROCK SLIDE

The first turns after the start are pretty quick, but you can power-slide twice around the outside of this large "island" in the sand. Taking the S-curve along the inside path would involve too many short, sharp turns and would slow you down too much.



⑤ TREE TRAP

If you're on the main path, go right to avoid the trees. If you take the tunnel, you'll pop out in the middle of them.

② ③ TOUGH TUNNEL

Go around the rocks (not under the arch) for a shortcut across the bay. The ultimate shortcut is up the ramp and into the tunnel. For a big jump, hop at the end of the ramp or use a Mushroom

④ ⑥ MORE SLIDING

Power-slide around these turns if you can. Stay on the outside and skip the long ramp that takes you over the rock, as it will only slow you down.

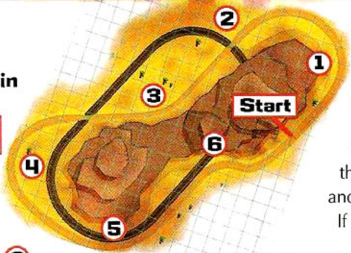
KALIMARI DESERT

Top Time: 01:53.32

Distance: 753m
Cup: Mushroom
Hazards: Soft shoulders, train

① RACE THE TRAIN

Despite the length of this turn, you'll probably be able to get only two mini-turbos out of it. There's a small hump partway through it that will interrupt a power slide, so try to get a mini-turbo before you reach it. If you get a Rocket Boost and two mini-turbos, you should get past the train before it crosses and blocks the track.

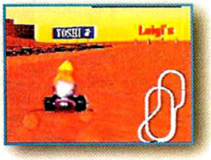


② ON TIME

The train always crosses at the same time. Watch the time and gauge your speed so you don't have to stop completely.

③ ④ ⑤ ⑥ SLIDE SPREE

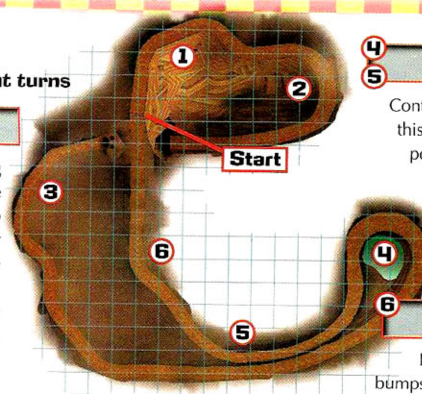
Most of these turns will yield only one mini-turbo each. You can power-slide twice around markers four and five, but keep your slides short to stay centered in the lane. The straightaways past markers four and five will sneak up on you very quickly. If you start a slide on the outside of the lane just before the straightaway, you'll skid around to the left and into the fence.



CHOCO MOUNTAIN

Top Time: 01:46.84

Distance: 687m
Cup: Flower
Hazards: Falling rocks, tight turns



① ② S-CURVE SWERVE

If you get a Rocket Boost off the starting line, it will still be going well into the S-curve at marker one. If you plan to power-slide through the turn at marker two, you must be very quick on the Control Stick. Start your power slide a little late and fairly high in the turn to avoid hitting the cliff walls on both sides.

④ ⑤ FALLING ROCKS

Control is more important than speed at this point, so we recommend just one power slide each around markers four and five. Try to aim yourself down the middle of the lane as you slide around marker five, before you hit the bumpy stretch of track beyond.

③ SET UP EARLY

The track is wider here, with more room to power-slide. Line up your last mini-turbo to punch a straight line through, rather than steer around, the next S-curve.

LAP 1/3
TIME 00'14"36

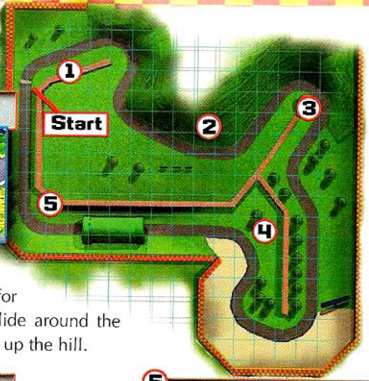
⑥ CENTER LINE

Keeping steering control on the bumps is nearly impossible, so line up your Kart before you get here. Use a Mushroom to power ahead only if you're lined up perfectly. If you hit one of the walls during a jump, you'll probably stop dead.

MARIO RACEWAY

Top Time: 01:17.57

Distance: 567m
Cup: Flower
Hazards: Tight turns

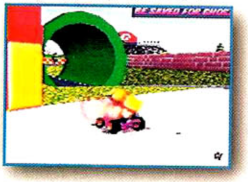


① ROCKET BOOST

If you're able to get a Rocket Boost, you probably won't need a mini-turbo at the first curve. (It will also be easier to control your Kart and set up for the next turn.) You'll want to power-slide around the second turn, however, to boost yourself up the hill.

④ SANDY SHORTCUT

Power-slide through the long turn at the bottom of the course map—you'll probably get only one mini-turbo out of it. As you hit the middle of the S-curve, aim yourself diagonally left and use one of your Triple Mushrooms to cross the sandy area towards the tunnel.

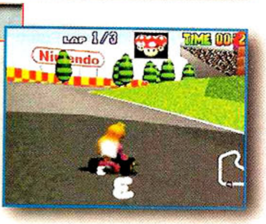


② ③ HAIRY HAIRPIN

Most drivers start their slides too far to the left and end up in the grass on the right. Start on the outside as you come up the hill and make it quick! If you're successful, you'll rocket down the hill but have little time to set up for marker three. Try to get the next mini-turbo quickly, and punch it as soon as you see the S-curve ahead.

⑤ SLIDE UP SLOPE

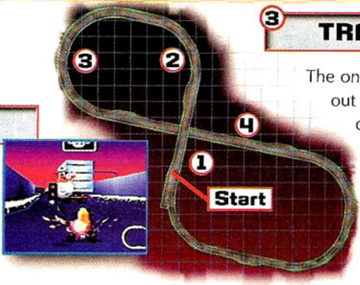
If you start a power slide at the bottom of the slope, your momentum will carry you up the short hill. You won't lose too much speed, even if you cut the corner near the top, across the grass. Unleash the mini-turbo to propel yourself towards the Finish line.



TOAD'S TURNPIKE

Top Time: 01:46.84

Distance: 1,036m
Cup: Flower
Hazard: Traffic



① SUDDEN DRIFT

A truck appears and drifts from right to left just past the start. If you get a Rocket Boost, you may not be able to steer well enough to pass it on the left, so pass it on the right.

② SPEED SQUEEZE

Different vehicles will usually travel at different speeds, giving you a chance to weave in and out of traffic. If you encounter big trucks running parallel on a turn, however, you might want to wait for a straightaway before you make your move.

③ TRAFFIC SNARL

The only thing that will keep you from having an all-out power-slide spree on this long turn is the unpredictable traffic. If you're quick on the stick, though, you may be able to get two or more good mini-turbos here.

④ LONG HILL

While you have the freedom on some tracks to use your Triple Mushrooms wherever you think is best, this long hill begs for a boost! Activate a Mushroom at the bottom of the dip.

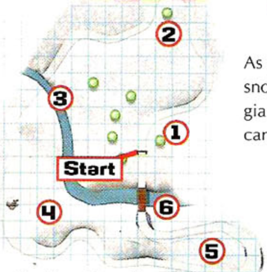
FRAPPE SNOWLAND

Top Time: 01:17.57

Distance: 734m
Cup: Flower
Hazards: Ice, snowmen

①② ABOMINABLE

Snowmen have been placed at strategic points at markers one and two, right along the line where most drivers would attempt a power slide. Scout the track once before you make a "real" run.



③ TAKE OFF

This is another "must boost" spot. Use one of your Triple Mushrooms just before the crest of the first hill to skip over the dip and land near the top of the second hill.

④ SAFE LINE

As you enter the open plaza, you'll see a small snowman pop into view just to the left of the giant snowman. If you line up just right, you can make a beeline between the two.

⑤⑥ SAFE CROSSING

Power-slide just once around the turn at marker five and start your power slide around marker six very early. Line up with the bridge as soon as it comes into view and activate your mini-turbo.

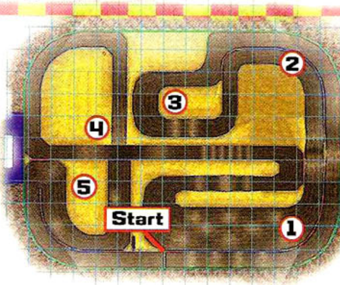
WARIO STADIUM

Top Time: 04:01.24

Distance: 1,591m
Cup: Star
Hazards: Moguls

① MANY MINIS

You'll have lots of room for sliding on this track, but watch out for the many bumps and dips. Try to time your slides to hit a mini-turbo just as you're cresting the larger hills.



② WIDE TRACK

Try to get a mini-turbo no farther along than marker two. Your instincts will tell you to cut in on the next turn, but if you're power-sliding, start wide, or you'll hit the right wall.

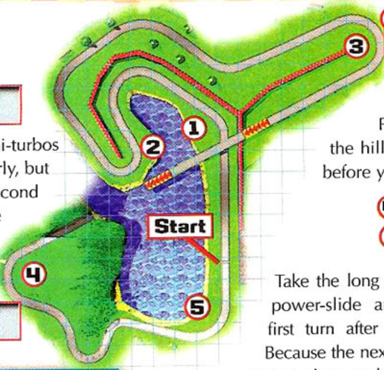
③④⑤ TRICKY TURNS

At marker three, hit your mini-turbo just up and left of the marker to cut the S-curve. Use your Triple Mushrooms on the slope just before the jump at marker four. At marker five, if you start power-sliding early, you can get one mini-turbo just before and one just after the peak of the hairpin. If you're late, start on the outside and slide inward.

ROYAL RACEWAY

Top Time: 02:36.59

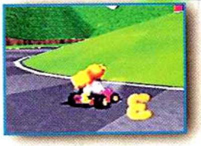
Distance: 1,025m
Cup: Star
Hazards: Tight turns



① BE CONSERVATIVE

You should be able to get several mini-turbos around the first two turns if you start early, but don't go for too many around the second turn. You'll have to set up early for the hairpin around marker two, so give yourself some extra time.

② CUT GRASS

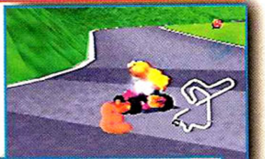


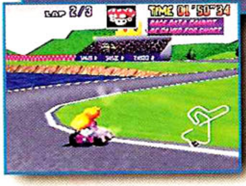
Start your power slide early and do it quickly. Begin at the outer (left) edge of the track and angle in. Try to nick the grass at the peak of the turn; if you're any farther out at that point, you might sail left into the grass or the water. You'll have to fight hard to get a mini-turbo here!

③ NEED BOOST

Though wider than the hairpin at marker two, this turn is also quick. Power-slide to get a mini-turbo push up the hill. That way, you won't lose much speed before you reach the booster arrows.

④ ⑤ SNEAKY S



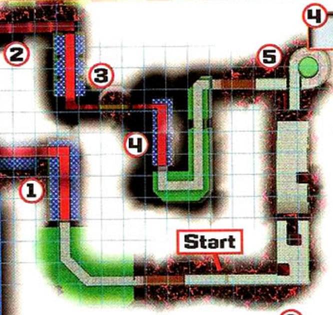


Take the long jump then power-slide around the first turn after you land. Because the next few turns are so short and sharp, we recommend that you slide (not power-slide) around them. If you get stuck in the grass at the bottom right corner of the map, use one of your Triple Mushrooms to head towards the turn at marker five. Power-slide around marker five and/or use your Triple Mushrooms on the long straightaway.

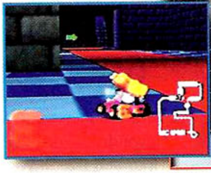
BOWSER'S CASTLE

Top Time: 01:50.75

Distance: 777m
Cup: Star
Hazards: Tight turns

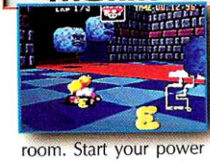


① SHORT TIMER



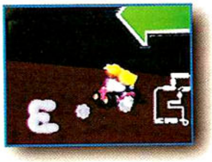
As with the train on the Kalimari Desert course, if you get a Rocket Boost and enough mini-turbos, you'll speed through the first room before the Thwomps can slam down and block your way.

② THWART THWOMP



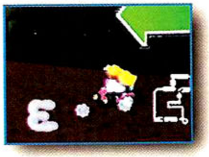
Your timing here must be perfect. Stay on the left through this room. Start your power slide early and blast below the left Thwomp.

③ BUMPER KART



As you exit the room with the Bowser statues, angle your power slide so you actually bump the right wall of the hallway. This will bounce you into the center of the lane and put you right in line with the bridge.

④ RED CARPET



The key here is to line up early and go down the center of the stairway towards the door. If you approach the door at an angle, chances are you'll throw off your turn and end up in the grass or the bushes.

⑤ ⑥ END RUN

The loop at marker five limits you to just one power slide. Some drivers swear they can get a mini-turbo on the platform just before the jump at marker six, but it would make for a hairy landing. A power slide on the last turn before the finish is safe and easy.

SHERBET LAND

Top Time: 02:04.02

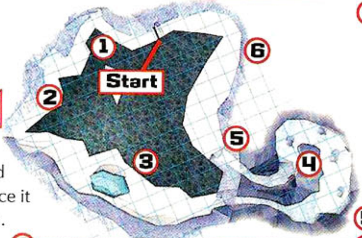
Distance: 756m
Cup: Star
Hazards: Penguins, ice

① TOO TIGHT

The icy walls on this track will stop your power slides dead cold. You should get a Rocket Boost off the Starting line, since it will be difficult to get mini-turbos early on.

② HOT GAP

You can hop and even power-slide over small gaps in the ice, but the gaps must be narrower than your Kart!



③ SLIDES GALORE

Even with the large iceberg at its center, the wide plaza just before the cave will allow you to power-slide to your heart's (and Kart's) content!

④ SHORT SLIDES

You may not have any opportunities to power-slide in the ice cave, but short slides will help you keep your speed up without sacrificing too much steering control. Try to slide to the left of the second and the last pillar.

⑤⑥ MORE TURBOS

The wide turns at markers five and six will make getting mini-turbos easy, but the ice will also make it easy to spin out. It's easy to uncork two mini-turbos as you exit the tunnel.

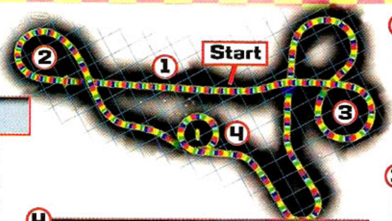
RAINBOW ROAD

Top Time: 04:05.88

Distance: 2,000m
Cup: Special
Hazards: Chomps

① AIR MARIO

From the Starting line, the track will immediately drop off. Get a Rocket Boost, then line up straight down the middle of the lane and jump. The sooner you hit air, the more speed you'll gain. When you land, use one of your Triple Mushrooms to boost yourself up the long slope.



④ NEON NUISANCE

It's hard to distinguish the track from the background here, but the angle of the turn remains pretty constant.

② LONG LOOP

Long turns like this will make you think you're in power-slide heaven! Just be careful of the roaming Chomps and you should do just fine.

③ CHOMP CHUMP

Here's a likely spot for a Chomp. If you see one in the distance, you might try aiming for the spot he's in at that moment; chances are he'll have moved away by the time you get there!

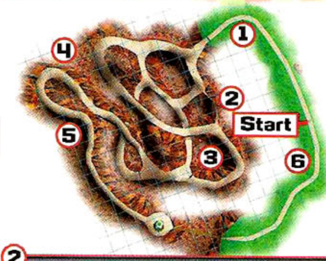
YOSHI VALLEY

Top Time: 01:38.44

Distance: 772m
Cup: Special
Hazards: Narrow track, cliffs

① LONG SLIDE

Start a power slide a bit late around marker one and hold it until you enter the gravel-strewn maze area. Power down the left-hand path and keep to the left to avoid the Spiny. Try to time your mini-turbo so that you regain at least some steering control by the time you hit the "land bridge."



② LEFT FORK

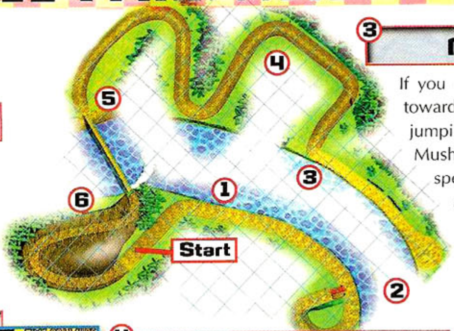
Cross the bridge and take the left fork in the path. It's probably best not to slide at all in this short stretch.

③④⑤⑥ CUT ACROSS

Take marker three wide and power-slide inward. Power-slide again around markers four and five. If you angle your pivot nicely, you can slide down the long stretch before the giant egg and cut loose with a mini-turbo to cross the bridge. When you see the Finish Line appear over the top of the hill, aim straight towards it and use your Triple Mushrooms to cut across the grass.

D.K.'S JUNGLE PARKWAY Top Time: 01:58.34

Distance: 893m
Cup: Special
Hazards: Tight turns



① LAGOON

If you Rocket Boost off the Starting Line, you probably won't regain enough steering control to power-slide around marker one. If you do power-slide, start out wide and angle to the right to steer clear of the lagoon.

② AIM LEFT

LAP 1/3
TIME 00'14"86

Aim a bit to the left as you fly off the ramp. The booster arrows can send you across the river at an angle, farther down the track than you'd expect. Power-slide before the ramp for even more boost!

③ NO PIT STOP

If you aim straight across the river towards the "pit" area rather than jumping at an angle, use your Triple Mushrooms to get back up to speed, and then power-slide around marker three.

④ ⑤ BRIDGE BOOST

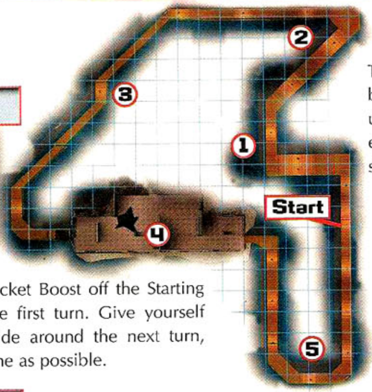
If you set it up early, you can get one mini-turbo around marker four. At marker five, power-slide all the way down the hill and unleash a mini-turbo to get across the bridge and into the cave.

⑥ SLIDE UP

There are several options for tackling this hill. If you have the momentum, you can power-slide up the slope and get a mini-turbo at the top. If you've saved your Triple Mushrooms for this hill, take the turn a bit wider. If you blast straight up, you'll smack into the cave wall.

BANSHEE BOARDWALK Top Time: 01:52.49

Distance: 747m
Cup: Special
Hazards: No guard rails



① NIGHTMARE

LAP 1/3
TIME 00'01"39

Banshee Boardwalk is a nightmare of a course, with lots of drop-offs and few chances for mini-turbos. As usual, try to get a Rocket Boost off the Starting Line, but skip the power-slide on the first turn. Give yourself plenty of time to set up a power-slide around the next turn, keeping as near to the center of the lane as possible.

② OUTSIDE SLIDE

LAP 1/3
TIME 00'09"06

Start your power-slide on the outside of the lane and angle your Kart towards the left to avoid the outer rail. If you don't get the mini-turbo, you can use your Triple Mushrooms down this stretch, though it can be pretty risky.

③ SHORT & SHARP

There are few guard rails along this stretch, but you can use regular slides to help keep up your speed. Sometimes it's almost easier to slide rather than steer through short, sharp curves like this.

④ ⑤ HORRID HAUNT

Once you enter the haunted house, there's little you can do to avoid the obstacles inside. Power-slide if you can, but regular slides will be safer and give you better control through the tight slaloms. You can get in one long power slide through the turn at marker five, two if you're very skillful—or lucky. The straightaway beyond is perfect for making up lost time with Triple Mushrooms.

LAP 1/3
TIME 00'25"93

MARIO KART 64™
NINTENDO POWER CUP

Send in a photo of your record-breaking run, and you could win one of thousands of prizes and have your time published in Nintendo Power and on the Nintendo Power Source web site

RACE FOR THE GOLD

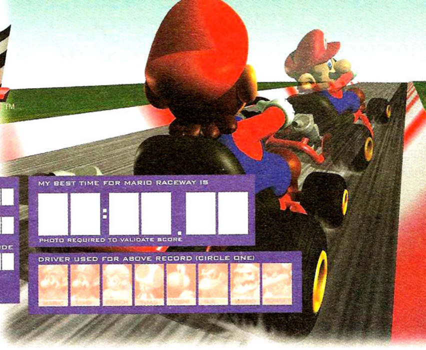
AN EXCLUSIVE GOLD TONE N64 CONTROLLER, THAT IS!

Here's your chance to prove that you've got what it takes to go bumper-to-bumper with the pros at Nintendo! All eligible entrants who beat our goal of 1:30.00 (one minute and 30 seconds) on the Mario Raceway will be entered into a drawing for an exclusive gold tone N64 Controller! We'll be giving away up to 1,000 of these cool collectibles. They're not available anywhere else, so get on the stick now and get your entry in by the May 15th deadline!

Nintendo
1,000 GOLD CONTROLLERS

MARIO KART 64™

NINTENDO POWER CUP
OFFICIAL ENTRY FORM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BIRTH DATE: MM DD YY

MY BEST TIME FOR MARIO RACEWAY IS ☐☐:☐☐.☐☐

PHOTO REQUIRED TO VALIDATE SCORE

DRIVER USED FOR ABOVE RECORD (CIRCLE ONE)

TRIVIA QUESTION:

HOW MANY CHARACTERS ARE THERE IN MARIO KART 64?

ANSWER ☐

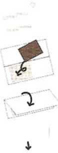
FOLD HERE

PLACE PHOTO OF MARIO RACEWAY HERE

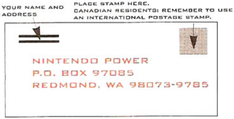
TIME MUST BE UNDER 1:30.00 TO QUALIFY.
SEE PAGES 34 AND 35 FOR DETAILS.

FOLD HERE

HOW TO ENTER



1. FILL OUT ALL NECESSARY INFORMATION AND ANSWER THE TRIVIA QUESTION. TAPE OR GLUE THE PHOTO OF YOUR BEST TIME TO THE ENTRY FORM.
2. FOLD YOUR ENTRY IN HALF AND PUT IT IN AN ENVELOPE. SEAL AND ADDRESS TO NINTENDO POWER.
3. DROP IT IN THE MAILBOX AND WATCH FOR WINNERS TO BE ANNOUNCED IN A FUTURE ISSUE OF NINTENDO POWER MAGAZINE.


YOUR NAME AND ADDRESS
PLACE STAMP HERE.
CANADIAN RESIDENTS: REMEMBER TO USE AN INTERNATIONAL POSTAGE STAMP.

NINTENDO POWER
P.O. BOX 97085
REDMOND, WA 98073-9785

ENTRY MUST BE POSTMARKED BY 5/15/1997

NINTENDO POWER
64
MARIO KART 64
Nintendo Power Cup Calling Card

5,000 PHONE CARDS

GO THE DISTANCE TO GET SOME LONG-DISTANCE!

In addition, up to 5,000 eligible entrants will each be awarded a limited-edition "Nintendo Power Cup Calling Card" with five minutes of long-distance service. A list of the best times will also be published on our web site and in Nintendo Power! To enter, just fill out the official entry form (photocopies accepted), attach it to a photo showing a Time Trials Mode time of less than 1:30.00 on Mario Raceway, and send them both in to us. You can enter as often as you like, but only one entry per photo (no duplicate photos) and one entry per envelope, please.

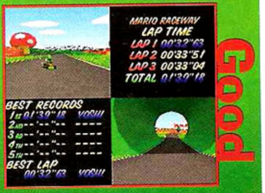
LAP 1/3
TIME 00'00"00
LAP 1/3
TIME 00'00"00

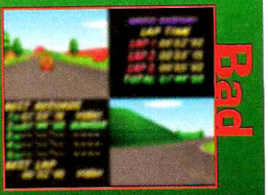
You'll have some time to practice your power slide, but don't let this golden opportunity slide away!

ENTER BY MAY 15TH

Good Photo, Bad Photo

Try to set up your camera in a fixed position on a tripod or a table and focus it on your television screen before you attempt your time trial. Dim the lights in the room, but do not use a flash. If you have an automatic flash, angle it so that it does not reflect directly off the television screen.





Glare on the television screen could come from your flash, a lamp or sunlight. If you don't have a tripod or a table that's the right height to set the camera on, even a pile of large books will do. If you'd rather hold the camera, kneel or stand at the same level as the screen and hold your breath as you snap the shutter.

Official Rules

No purchase necessary. To enter, fill out the official entry form and attach it to a photo showing a Mario Kart 64 Time Trials Mode time of less than 1:30.00 (one minute and 30 seconds) on the Mario Raceway. Photocopies and reasonable facsimiles of the official entry form will also be accepted. Mail your entry to this address:

Nintendo Power
Nintendo Power Cup Contest
P.O. Box 957
Redmond, WA 98073-0957

One entry per photo (no entries with duplicate photos will be accepted) and one entry per envelope, please. All entries must be postmarked no later than May 15, 1997. We are not responsible for illegible, incomplete entries, or lost or misdirected mail. On or about June 1, 1997, winners will be randomly drawn by Nintendo Power from among all eligible entries. All of Nintendo's decisions regarding this drawing are final. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted except if prize is unavailable, Nintendo may substitute cash or another prize of equal or greater value. All prizes will be awarded. To receive a list of winners, send your request to the address above after June 30, 1997.

First Prize: 1,000 First Prize Winners will each receive a gold tone N64 Controller. Second Prize: up to 5,000 Second Prize Winners will receive a "Nintendo Power Cup Calling Card" with five minutes of long-distance service. Estimated total retail value of all prizes is $60,000. Some restrictions apply. Valid only in the U.S. and Canada excluding Quebec province. Void where prohibited by law. Winners will be required to verify address. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations. All federal, state and local taxes shall be the sole responsibility of the winner.

CLASSIFIED INFORMATION

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The NHLPA & NHL Present

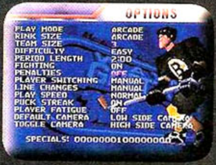
WAYNE GRETZKY'S 3D HOCKEY

Customize Teams

We'll start off this month's code-fest with a frosty one for Wayne Gretzky's 3-D Hockey. With this code, you'll be able to create up to two custom teams by copying players from one squad to another. Once the entire code has been entered once, and if the N64 Control Deck has not been turned off, you can access the Modify screen again by repeating Step 2. Keep in mind, though, that only two custom teams can exist at one time. Every time you access the Modify screen, any existing custom teams will be erased.

Step 1

On the Options screen, hold the L Button and press the bottom C Button twice, top C Button twice, bottom C Button twice, right C Button twice and bottom C Button once. A message will appear.



```
OPTIONS
PLAY MODE          ARCADE
RINK SIZE          ARCADE
TEAM SIZE          3
DIFFICULTY         EASY
PERIOD LENGTH      2:00
FIGHTING           ON
PENALTIES          OFF
PLAYER SWITCHING   MANUAL
LINE CHANGES       MANUAL
PLAY SPEED         NORMAL
PUCK STREAK        ON
PLAYER FATIGUE     OFF
DEFAULT CAMERA     LOW SIDE CAMERA
TOGGLE CAMERA      HIGH SIDE CAMERA

SPECIALS: 000000001000000000
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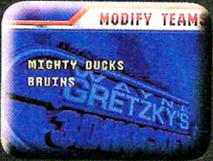
Step 2

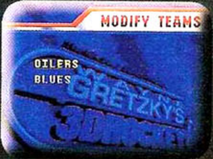
Go to the Team Stats screen and press the top C Button ten times. Two team names will appear. Use the Control Pad to scroll through the team lists.



```
MODIFY TEAMS
MIGHTY DUCKS
BRUINS
```

Step 3

Select up to two teams to modify, with your first choice at the top. Note: You'll be able to copy players only *to* these teams from other squads; you won't be able to copy from or between them. Now press A.



```
MODIFY TEAMS
OILERS
BLUES
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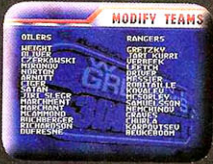
Step 4

Your first choice team will appear on the left, a random team on the right. Press B to scroll through the teams on the right until you see a player or players you'd like to copy.

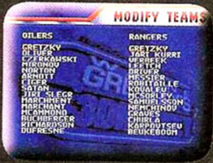


```
MODIFY TEAMS
OILERS          RANGERS

WEIGHT          GRETZKY
OLIVER          JARI KURRI
CZERKAWSKI      VERBEEK
MIRONOV         LEETCH
NORTON          DRIVER
ARNOTT          MESSIER
CIGER           ROBITAILLE
SATAN           KOVALEV
JIRI SLEGR      MCSORLEY
MARCHMENT       SAMUELSSON
MARCHANT        NEMCHINOV
MCAMMOND        GRAVES
BUCHBERGER      CHURLA
RICHARDSON      KARPOVTSEV
DUFRESNE        BEUKEBOOM
```

Step 5

Use the Control Pad to highlight a player on each team. The player on the left will be deleted and replaced by the player on the right. When you've made your selections, press A.

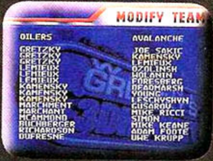


```
MODIFY TEAMS
OILERS          RANGERS

GRETZKY         GRETZKY
OLIVER          JARI KURRI
CZERKAWSKI      VERBEEK
MIRONOV         LEETCH
NORTON          DRIVER
ARNOTT          MESSIER
CIGER           ROBITAILLE
SATAN           KOVALEV
JIRI SLEGR      MCSORLEY
MARCHMENT       SAMUELSSON
MARCHANT        NEMCHINOV
MCAMMOND        GRAVES
BUCHBERGER      CHURLA
RICHARDSON      KARPOVTSEV
DUFRESNE        BEUKEBOOM
```

Step 6

Repeat Steps 4 and 5 to replace as many players as you'd like and even create multiple duplicates. Once your first team is modified to your satisfaction, press Start.

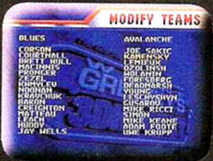


```
MODIFY TEAM
OILERS          AVALANCHE

GRETZKY         JOE SAKIC
GRETZKY         KAMENSKY
GRETZKY         LEMIEUX
LEMIEUX         OZOLINSH
LEMIEUX         WOLANIN
LEMIEUX         FORESBERG
KAMENSKY        DEADMARSH
KAMENSKY        YOUNG
KAMENSKY        LESCHYSHYN
MARCHMENT       GUSAROV
MARCHANT        MIKE RICCI
MCAMMOND        SIMON
BUCHBERGER      MIKE KEANE
RICHARDSON      ADAM FOOTE
DUFRESNE        UWE KRUPP
```

Step 7

Your second choice team will appear on the left. You may now modify this team. When you're done, press Start to return to the Team Stats screen.

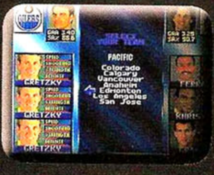


```
MODIFY TEAMS
BLUES           AVALANCHE

CORSON          JOE SAKIC
COURTNALL       KAMENSKY
BRETT HULL      LEMIEUX
MACINNIS        OZOLINSH
PRONGER         WOLANIN
ZEZEL           FORESBERG
KHMYLEV         DEADMARSH
NOONAN          YOUNG
KRAVCHUK        LESCHYSHYN
BARON           GUSAROV
CREIGHTON       MIKE RICCI
MATTEAU         SIMON
LEACH           MIKE KEANE
HUDDY           ADAM FOOTE
JAY WELLS       UWE KRUPP
```

Face Off!

Your custom teams will now be available in One-Player, Multi-Player and even Season mode. You'll have Gretzkys coming out of your ears!

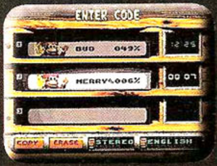


DONKEY KONG COUNTRY 3 DIXIE KONG'S Double Trouble!

Multiple Cheats

DK fans, rejoice! We've latched onto a slew of lovely DKC 3 codes. On the Game Select screen, press the following sequence on the L and R Buttons: L, R, R, L, R, R, L, R, L and R. If you enter it correctly, you'll hear Dixie giggle. Now use the Control Pad to enter any or all of the codes below.

LIVES = start game with 50 lives
MUSIC = access sound test
COLOR = change character colors
HARDR = activate extra hard mode
TUFST = delete Star Barrels
ASAVE = automatic save after each stage
WATER = 85 Bonus Coins in first waterfall
MERRY = change item icons



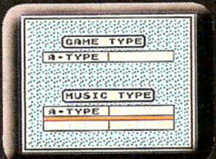
Code words are entered in the game name space.

Enter as many codes as you like. Have fun, little monkeys!

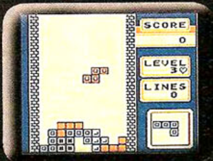
TETRIS

Skip Ahead 10 Stages

If you're as crazy for this portable classic as we are, then you'll want to check out the quick warp trick below. Once the game starts, you'll see a heart icon next to the level number, indicating you've warped ahead 10 stages!



On the Title screen, hold Down and Start until the Option screen appears.

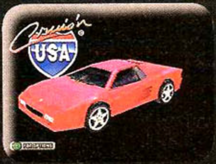


Select Game A or B. Presto! You've warped ahead!

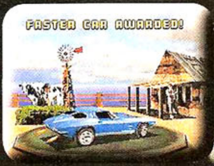
Cruis'n USA

Faster Car Cheat

Our thanks to pals on the 'net for this clever trick! Normally when two players compete in the cross-country race, only one racer receives a car upgrade. No longer! When you start, be sure that both players choose a save file and different cars. Now proceed across the country. After you start the Washington, D.C., race, pause and exit the game. Reset the N64. Using Controller I, start a one-player game. Select Player One's previous save file and finish the D.C. race for an upgrade. Reset the N64 again. Select Player Two's previous save file and finish the race for another upgrade!



Be sure to *reset* the N64. Do not turn it off and on again!

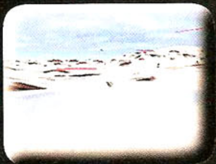


Now you'll have faster versions of two cars!

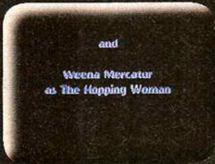
STAR WARS SHADOWS OF THE EMPIRE

Camera Trick & Credits

For a new view of the Battle of Hoth, press and hold the right C Button for several seconds. The camera will stop in place while your snowspeeder flies into the distance! To peek at the game's credits, enter "-Credits" (the dash is actually a space) as your name and start the game as usual.



At this distance, it's hard to control your 'speeder!



and

Weena Mercator
as The Hopping Woman

What does a "Hopping Woman" do, anyway?

WAVE RACE 64

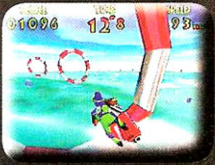
Kawasaki JET SKI

Wave Race Wildlife

If you missed these codes from our Volume 92 Members Only Special, shame on you for not being a subscriber!

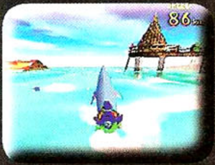
Dolphin, Step 1

In Stunt mode, pass through all the rings and complete all the basic stunts once, including a left barrel roll and a right barrel roll. If done correctly, you'll hear dolphins chatter as you cross the finish line.



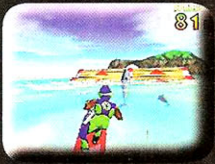
Dolphin, Step 2

Now choose Championship mode, Normal difficulty and Warm Up. Hold Down on the Control Pad and choose a watercraft. Continue to hold Down until you reach Dolphin Park.



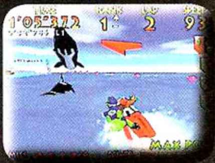
More Dolphins

To make the baby dolphins appear, follow the regular dolphin very closely for 3-7 laps. (He'll jump the ramp before the gate if you're doing well.) Play Warm Up 20 times in a row to see the giant dolphin.



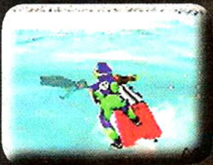
Southern Whales

To see killer whales in Championship mode, score over 35 points before you reach Southern Island. If you score over 45 points, baby killer whales will hove into view.



Cool Penguin

To see the penguin on the Cool Wave course, play the Championship mode on the Expert level. Take first place in every race prior to Cool Wave to make the penguin appear.

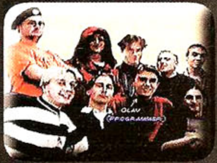


NBA HANG TIME

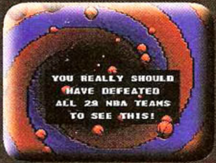
Team Photo & Championship Screen

If you've ever wondered what kind of folks developed NBA Hangtime for the Super NES, enter "Funcom" as your name and "1993" as your PIN. Press B, not Start, to lock in your choices. A photo of the Hangtime team will appear!

To see a "cheat" version of the Championship screen, go to the Matchup screen. Press Start, Y, Right, A, B, Up, Start, Up, Down, Down, Start, L Button, A, Down and Down before the screen fades. You'll be treated to a less spectacular version of the Championship screen. To see the "full" version, you'll have to defeat all 29 NBA teams!



The programmers' names will slowly appear on screen, one after the other.



YOU REALLY SHOULD HAVE DEFEATED ALL 29 NBA TEAMS TO SEE THIS!

Boy, they sure know how to make a player feel small!

SUPER STAR WARS RETURN OF THE JEDI

Passwords

Here's another Game Boy classic enjoying new life as a Player's Choice rerelease. Use the Force (and these passwords) to defeat the Emperor, destroy the new Death Star and bring victory to the Rebel Alliance!

Endor: TFGBMN
Ewok Village: HJMKPL
Power Generator: QGTHGD
Death Star: PSVZKL
Death Star Tower: SFPYSW
Death Star Tunnel: CGGYQM
Death Star Escape: KFGZXQ

CLASSIFIED INFORMATION

TETRIS ATTACK

More Puzzle Passwords

Here are the passwords for the secret, second set of puzzles in Tetris Attack for the Super NES. Knock yourself out!

1-1	FP5D29J!	4-1	F35JH!DY
1-2	FPBJ2SJK	4-2	F37DHPDB
1-3	FP1J2773	4-3	F38DHRX!
1-4	FPGD2Y7P	4-4	FP2DL9XK
1-5	FP4D2CJD	4-5	FP3DL5R3
1-6	FPNJ21DR	4-6	FPDJLYRP
1-7	FP?J2JNZ	4-7	F3JJLQ6D
1-8	F3SD2QN?	4-8	FPPDLHGR
1-9	FP1J2HD2	4-9	FPRDLNXZ
1-10	FPJJ2X74	4-10	F3YJL!6?
2-1	FPTD2&NH	5-1	F38DLP62
2-2	FPKD23JL	5-2	F3LJLR64
2-3	FPDJ2DDN	5-3	FPPDN%RH
2-4	FP7J49JX	5-4	FPRDN76L
2-5	FPGD45JT	5-5	F3YJNBXN
2-6	FP&D46N&	5-6	F3MJN1GX
2-7	F3YJ4Q7C	5-7	F3JDNJGT
2-8	FPGJ4H7M	5-8	F3&DNQ6&
2-9	FPXD4XN1	5-9	FP?DN4XC
2-10	FP?J4!NF	5-10	F3SJNN6M
3-1	F3SJ4PJJ	6-1	F37DNTX1
3-2	F37D4RDG	6-2	F3QJNKXF
3-3	FPQDH%JQ	6-3	F3XJNZGJ
3-4	FP2JH7J8	6-4	FPRDX%6G
3-5	FPPJHY79	6-5	F3BDX7GQ
3-6	FPRDHCN%	6-6	F31DXY68
3-7	F3BDHFDS	6-7	F3GJXCX9
3-8	FPJJH2N5	6-8	F3NJXGG%
3-9	FP&JHLJ7	6-9	F3SJX4RS
3-10	FP3JHX76	6-10	F3QDX&G5

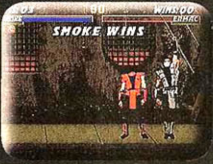
MORTAL KOMBAT TRILOGY

New Special Moves & Fatalities

Not only do we have Human Smoke's Fatalities on tap, we're also dishing up new moves for Baraka and Rayden. Just heat and serve!

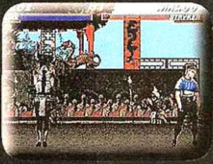
Decapitation

To execute this messy Fatality, stand outside sweep range and press Run, Block, Run, Run and High Kick. Better get a bucket!



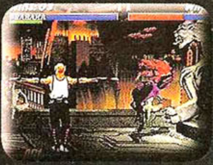
No Smoking

To demonstrate why Smoke is bad for you, stand far away from your opponent and press Forward, Forward, Back and Run.



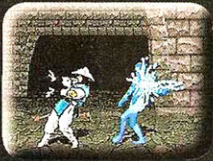
Blade Fury

This move started out as a glitch in an earlier MK game, but it's now an official part of Baraka's repertoire. Press Forward, Down, Down-Forward and Block to become a deadly dervish.



Reverse Lightning

This move is also making its debut in MKT. Press Forward, Down, Back and Low Punch to blast your opponents from behind. They'll need eyes in the back of their heads to see this coming!



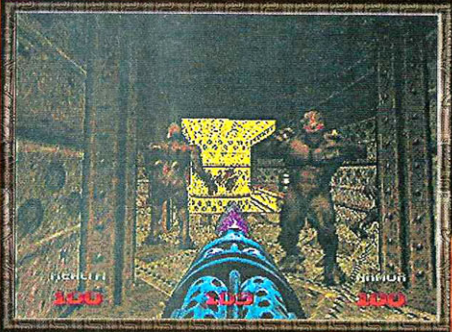
Experts, shmexperts! If you have an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

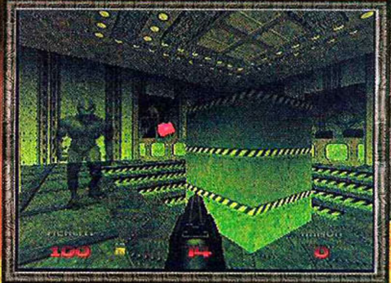
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

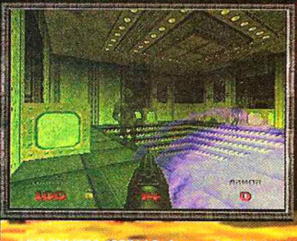
DOOM 64™

ONE MARINE FIGHTS AGAINST IMPOSSIBLE ODDS IN MIDWAY'S DOOM 64. IT'S A TRIUMPH OF ART AND BLOOD, AND IT'S AN ALL-NEW DOOM ADVENTURE.

We are receiving sporadic transmissions from Phobos, where it seems that a military base has been invaded. All of our current information is coming from a lone space marine who is fighting the incursion. The M rated images received here on Earth are almost too frightening to believe. We have seen alien beings which seem to have stepped straight out of a nightmare. Even more disturbing, we have seen human zombies who are being controlled by the invaders. Should the marine fail to destroy this threat, it may soon spell the doom of our own planet.







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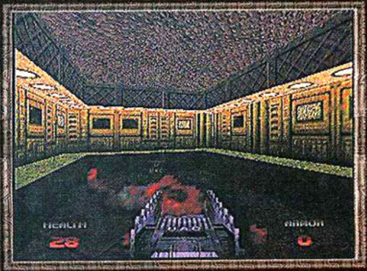
All other trademarks are the property of their respective owners.

You don't join the space marines to go on a picnic...



I can't believe this is happening again. I guess it's my fate to repeat history. But this time the invasion seems more real, more terrifying. I can't explain it. None of the rooms in the base are the same as before, and everything is in sharper focus. I even seem to move faster. I hear more clearly. Every sense is heightened. It must have something to do with the new N64 technology they've equipped me with.

DOOM VITAL STATS

Publisher/Developer Midway

Memory Size 64 Megabits

Controller Pak compatible
(each save requires one Data Page)

1 Space Marine (You)

32 stages

15 enemy types

10 weapons

4 levels of difficulty

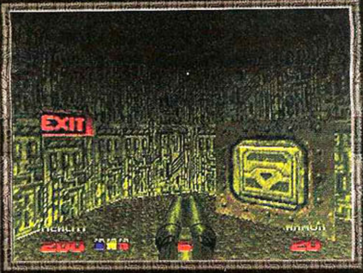
8 developers
Developed using Wavefront software

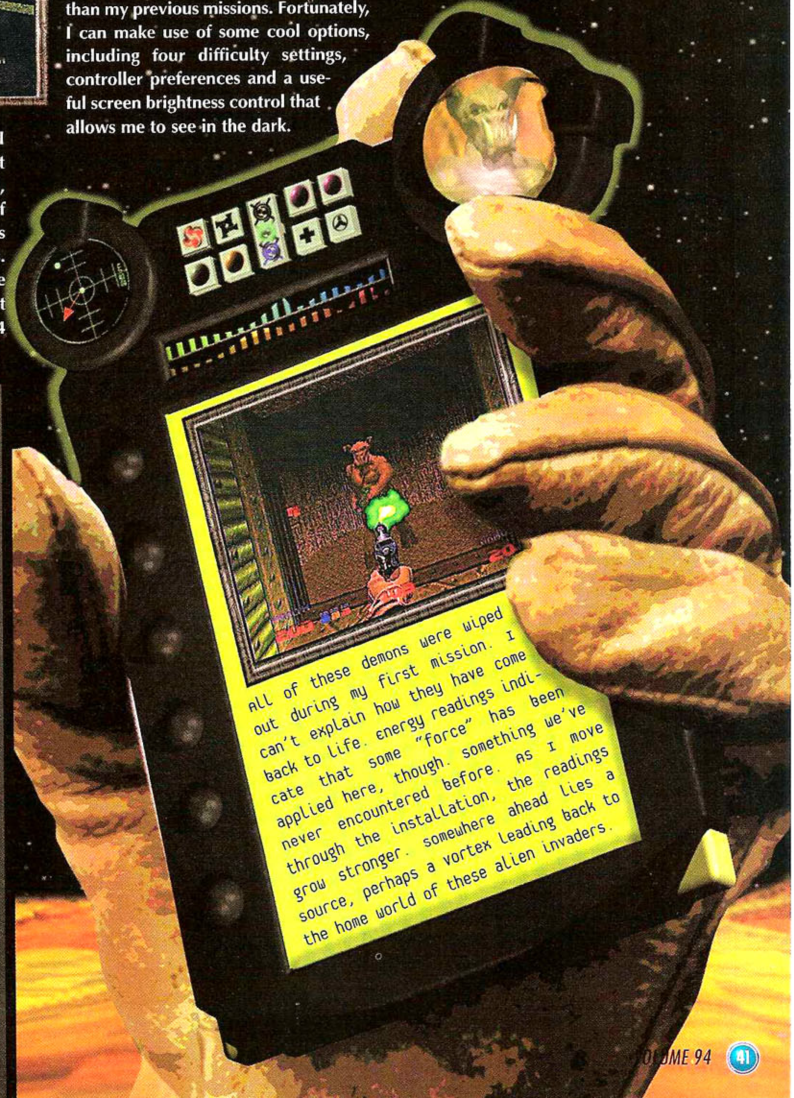
1 year of intensive development time

Rated Mature

Description: The fastest, the baddest, the best-looking Doom in existence for any platform.

The technicians and mission planners at Midway have done a great job of prepping me for this new fight. They've equipped me with the best weapons and incredible visual sensor systems, but the fight itself is even tougher than my previous missions. Fortunately, I can make use of some cool options, including four difficulty settings, controller preferences and a useful screen brightness control that allows me to see in the dark.

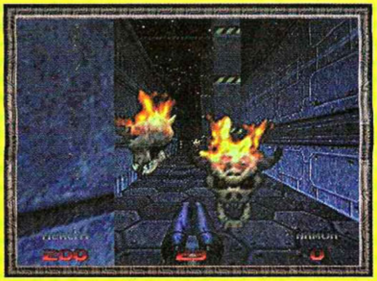




All of these demons were wiped out during my first mission. I can't explain how they have come back to life. Energy readings indicate that some "force" has been applied here, though. Something we've never encountered before. As I move through the installation, the readings grow stronger. Somewhere ahead lies a source, perhaps a vortex leading back to the home world of these alien invaders.

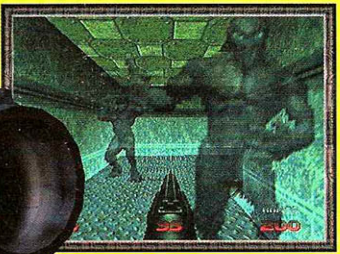
These monsters from planet ugly never stop attacking...

They come at me from every doorway, from behind every corner and out of every shadow. Many of them I have met before, but they seem stronger than last time, and smarter. The enemies know no fear. When they sense that I'm close, they come searching. And when they find me, they unleash horrific power in the form of lasers and fireballs. Others just try to rip into me with their claws. As for the zombies, they are armed to the teeth from the arsenal here on the base.



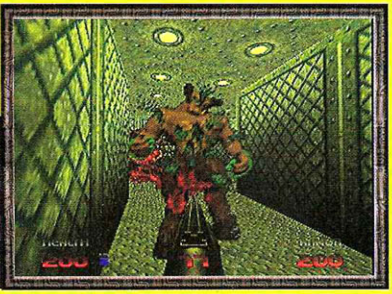
These Lost Souls seem to warp into existence from another dimension. In some areas, there seems to be no end to them and their fiery attacks.

YOU PICK UP A HEALTH BONUS.



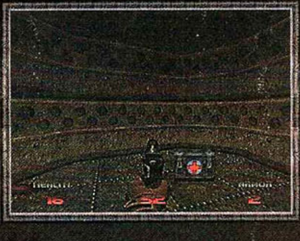
Shadow Warriors appear in many areas, slipping from the shadows, not quite invisible, but quick as ninjas. In spite of their ferocity, none of these guys is going to win an award for brains.

Some enemies fly at you and shoot flaming shots while others stalk you in the corridors.

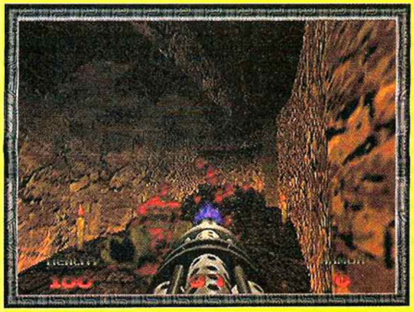


WEAPONS

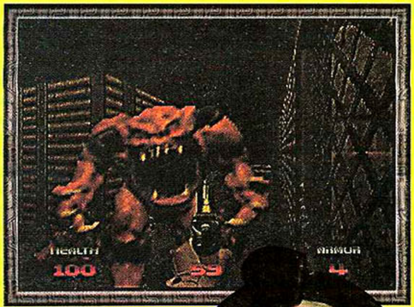
I find weapons scattered throughout the base: standard issue pistols and shotguns, plus heavy-duty chainguns, rocket-launchers and plasma blasters that can take out even the biggest aliens with one shot. At times, I've even had to make use of my fist or chainsaws left behind by maintenance crews.



YOU GOT THE SHOTGUN!

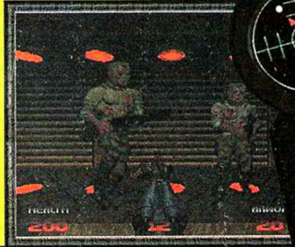


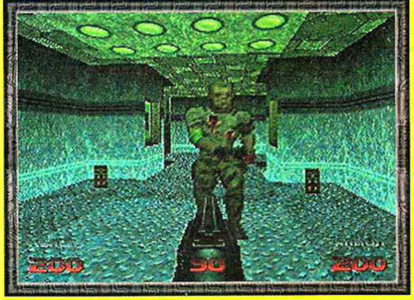
The Imps seem to be everywhere—the shock troops of the invasion. After I've cleaned some rooms, I walk knee deep in their remains. Most of these demons just charge at me, but some breeds hurl fire balls like missiles.

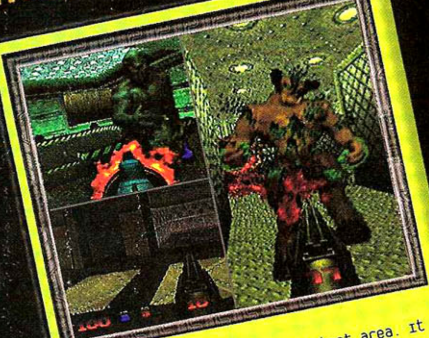


It's bad enough that the enemy is everywhere, but some of them are invisible until I blast them. I've learned to listen carefully, especially in the darkest pits where these wraiths hide.

The zombies may look like my old, marine pals, but they don't hesitate to open fire when they see me. Their duty seems to be to patrol certain areas of the base. I don't ask questions. When I see one, I pull the trigger.



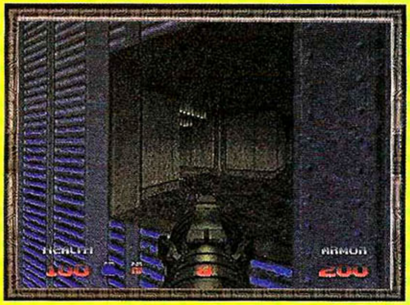


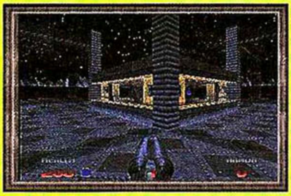


I barely made it through that last area. It was pitch black, but I found a switch on the wall. When the lights flared, there they were. The enemies. I fired round after round from my shotgun as I backed away, sidestepping and dodging to escape. Then I ran out of shells. I could hear the demons all around, bellowing and shrieking. Sometimes I really hate the corps.

getting around didn't used to be so tough...

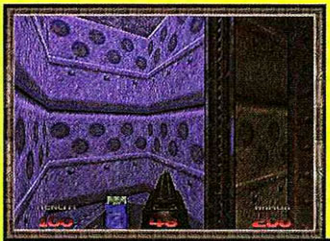
The blueprints of the base indicate that there are more than two dozen separate zones, but I suspect the mission won't end there. If I find the vortex to the demons' world, I expect to find even more mazes. As it is, I want to go on record as saying that the architects who built this place were demented. Not only are there turning passages that make me lose my way, but there are hidden rooms and panels everywhere. I spend half my time pounding on walls to activate secret switches. And that's the easy part. Many of the doors and bridges must be activated in sequences, forcing me to solve puzzles at almost every step and backtrack through the infested maze.

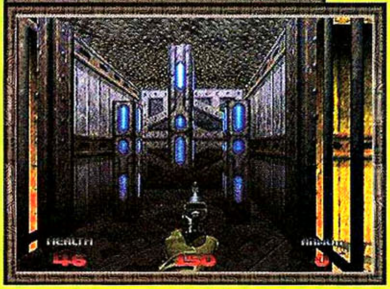




It was touch and go there for a minute, but I'm still alive. I stumbled across a stash of shotgun shells just as three Barrons roared around the corner. I loaded and fired. They sort of lost interest when their heads fell off. If anyone back on earth is receiving me, I could really use some backup. Like now!

you have to unlock the mysteries, not to mention the doors...

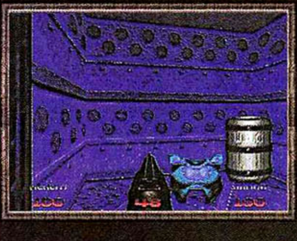


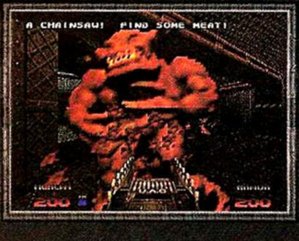


You can't get anywhere in this place without keys, and every one of them seems to have been hidden by a mad man. I've had to risk my life countless times to find the red, yellow and blue keys that match the color-coded doors. In many areas, the search for the key is more difficult than surviving the onslaught of enemies. And yet there are always demons beyond the locked doors. Security in this place really sucks.

ITEMS

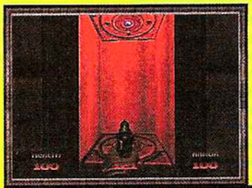
The stashes of weapons, ammo, med kits and body armor are a real godsend. Without these items, I wouldn't stand a chance. Sometimes I have to retrace my steps through the maze to recover supplies I passed earlier. Every once in awhile I find alien relics that turn me into a berserker or give me invincible power. Too bad they don't last long. I could make a fortune with this stuff back home.

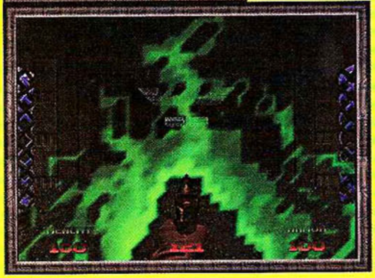


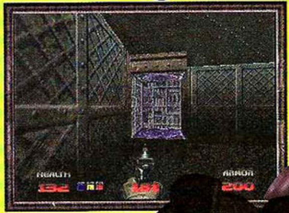


sometimes you just have to get warped...

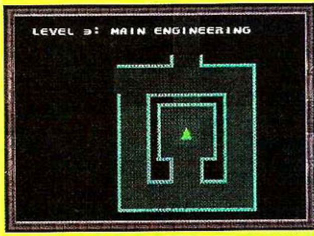
I've had it with these transporters. Most of them can be activated only by a switch across the room. You hit the switch then sprint for the transporter. Maybe you make it, maybe you don't. If you do, you flash into existence somewhere far away where a new welcoming committee of demons is waiting to rip you to pieces.

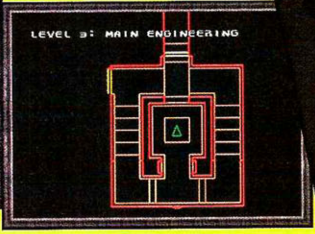


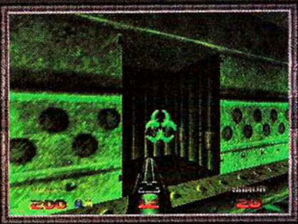


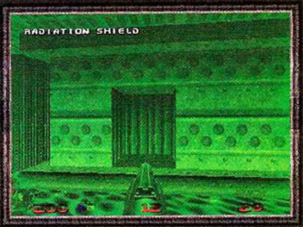


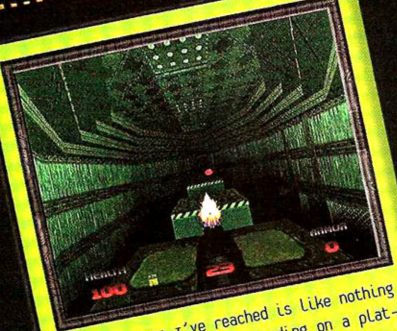
The auto-mapping function on my transmitter has saved me once again. After switching from the area scan to the blueprint layout, I discovered the only possible path was behind what looked like a solid wall. After several minutes of searching, I discovered the switch that opened the secret panel. In some areas, I find that it is easier to navigate by the map alone.











This new area I've reached is like nothing I've seen before. I'm standing on a platform high above what seems like a bottomless pit. I hear something moving down there. In front of me, there are platforms, but wide gaps separate them. I'm going to try to run across. I don't know if it's courage or stupidity. You can give me a medal if I get back. Here goes...

TAKE THE NINTENDO POWER CHALLENGE!

DESIGN THE GAME OF THE FUTURE

What will be hot in 2064?

Super Mario debuted in 1985, and he became Metal Mario in 1996. What will he be doing in 2064? Or what new character might be the star of video games in the twenty-first century? What will the video game system of the future be like? Here's your chance to design the hit game product of 2064!

Electronic entertainment has come a long way since Thomas Edison invented the phonograph in 1878. After that came motion pictures (1895), the radio (1894), and television (1926). Adolph Rickenbacker made the first electric guitar to amplify sound in 1931, and the CD player came along in 1972.

Pong captivated the world when it was introduced in 1972, and 13 years later, in 1985, Nintendo became a household name with the introduction of the original Nintendo Entertainment System. Then there was Game Boy (1989) and the Super NES (1991). And now, the Nintendo 64 has revolutionized the world of video games.

But what's next? Not next month or next year—what's going to be the must-have source of entertainment 67 years down the road, in 2064? And who's going to invent it? It could be you! This month, Nintendo Power heads to school to challenge students in grades 5-12 to dream up a game, a game character, or a game system that future generations might be playing in the years to come.

Grand Prize

A COMPUTER FOR YOUR SCHOOL!

A complete media center!

A TRIP TO NINTENDO!

A staff artist will make a real Nintendo Power cover using your idea!

A Nintendo 64!

Second Prizes

10 Nintendo 64s!

Five N64s will be awarded to winners from grades 5-8, five will go to winners from grades 9-12.

Is Mario still battling Bowser —or has Bowser turned hero instead of villain?
What are controllers like?
Do controllers exist???
How are graphics displayed?

The Grand Prize winner will win a complete media center for his or her school and a trip to Nintendo headquarters, where he or she will work with NP staffers. The winning entry will actually be featured in a future issue. Ten runners up will each win a Nintendo 64. Posters including all the details will be arriving in schools across the country, so look for the poster in your school! But even if your school isn't participating in the contest, you can still enter to win. Just read the Official Contest Rules and follow the instructions.

NINTENDO POWER ASKS
CAN YOU DESIGN THE GAME OF THE FUTURE
Grand Prize
A COMPUTER FOR YOUR SCHOOL!
A TRIP TO NINTENDO!
A Nintendo 64!
Second Prizes
10 Nintendo 64s!
HERE'S WHAT YOU DO:

Look for the Nintendo Power Challenge poster in your school soon—or follow the instructions in the Official Contest Rules to enter without an Official Entry form.

What's up with Luigi? Is he starring in his own game?
What abilities does Mario have in 2064?
Today: 64 bits. 2064: 6400 bits?
What do game graphics look like in 2064?

Official Contest Rules

No purchase necessary. To enter, fill out the Official Entry Form and attach it to your Nintendo Power cover design. You may enter without an Official Entry Form by sending an 8 1/2" x 11" sheet of paper which includes your name, address, school name, age and grade together with the name of your product and its category (software, hardware or accessory). Tell us what it looks like (50 words or less) and explain its features and benefits (150 words or less). Attach your entry form to your Nintendo Power cover design on a separate piece of 8 1/2" x 11" paper.

Mail your entry form together with your cover design to the address below on the right.

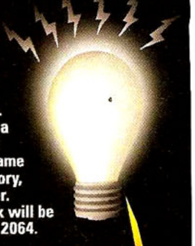
All entries and cover designs become the sole property of Nintendo of America Inc.(NOA) and will not be returned. The contest is subject to the Official Rules. If you're under 18, your parent or legal guardian must sign your entry, too. All entries must be received between March 15 and April 15, 1997. We are not responsible for lost or misdirected mail or illegible or incomplete entries. Submissions may be used for any purposes, including but not limited to advertising, publicity, promotion or exhibition without compensation to the entrant.

Entries will be judged by the staff of Nintendo Power. Winners will be selected on or about April 30, 1997 based on which of the eligible entries we like best. All decisions will be final. One grand prize and a total of 10 second prizes will be awarded. Five second prizes will be awarded to winners from grades 5-8, five to second prize winners from grades 9-12. To receive a list of winners, send your request to the address above after May 15, 1997.

The Grand Prize winner's school will receive a Macintosh Performa 6400 computer (approximate value $2500) Grand Prize winner will receive a 4-day, 3-night trip for two to NOA headquarters in Redmond, Washington. The trip includes airfare (from anywhere in the United States or Canada) and accommodations for two (approximate retail value $2000). If under 18, the winner must be accompanied by a parent or legal guardian. Exact date of the trip will be determined by NOA. At NOA, the winner will have his/her idea illustrated onto a Nintendo Power cover that will be shown inside an upcoming issue. If the Grand Prize winner is under 18, it will be awarded in the name of a parent or guardian. Second Prize winners will each receive a Nintendo 64 (approximate retail value $199.95). Allow 6-8 weeks for delivery. All prizes will be awarded and winners will be notified by mail. Prizes are nontransferable and no substitutions are allowed except by sponsor who reserves the right to substitute a prize of equal or greater value if an advertised prize is unavailable. Taxes, if any, related to the prize are the responsibility of the individual winners. Winners will be required to execute and return a signed affidavit (if under 18 then signed by parent or legal guardian) which verifies eligibility, name, age, grade, that the cover design submitted is entirely their own creation and which assigns to NOA all right, title and interest in their cover design without further compensation. Winner's school must sign and return a prize acceptance form. Grand Prize winners and their travel companions must sign and return a liability release. If the winners do not return the affidavit and liability release within 14 days of notification attempt then the prize will be forfeited and an alternate winner awarded. Limit one prize per household. By accepting their prizes winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine and NOA without further compensation.

Contest is open to students in grades 5-12. Some restrictions apply. Valid only in the U.S. and Canada (excluding Quebec). Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state, provincial and local laws and regulations. Contest sponsored by Nintendo of America Inc.

HERE'S WHAT YOU DO:



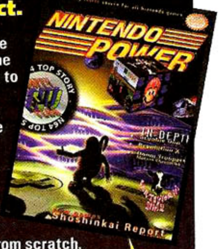
1.

Think of a product.

A new Mario game. Or a game starring a character that you create. Or a new game system, or accessory, such as a controller. Whatever you think will be the thing to play in 2064.

2.

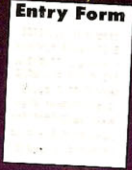
Design a cover for Nintendo Power that features your product.



You don't have to be an artist to win. The cover doesn't have to be fancy, but it should include our logo and a headline describing your amazing product. Get a copy of a blank Nintendo Power cover from your teacher or create your own from scratch.

3.

Get an Official Entry Form from your teacher or read the Official Contest Rules to see how to enter without the form.



4.

Send your entry in by April 15, 1997. Mail it to the address shown below.

Nintendo Power
Game of the Future Contest
PO Box 97085
Redmond, WA
98073-9785

KILLER INSTINCT
GOLD

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THINK YOU PACK MORE HITS THAN A MACHINE GUN FIGHT PLAYED IN FAST-FORWARD? GET SET FOR ADVANCED FIGHTIN' THAT'LL MAKE YOUR BEST MOVES LOOK LIKE WALTZIN' WITH GRANDMA.

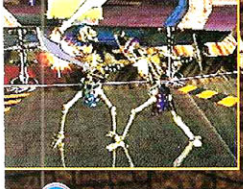
For Experts Only

So, your fingers of fury want to get a hold of a bigger challenge? Then just try to master our advanced Killer Instinct Gold moves that are so hyperactive, they'd make even Jackie Chan's head spin. We're highlighting the ten KI Gold competitors and some of their meanest and toughest Combos. The challenge begins with the five different levels of Option screens you gain access to by winning fights. Any KI Gold master knows that the assorted Options intensify game play by enhancing or handicapping your fighter. To earn Level 1 Options, win at the Easy setting in Practice mode. For Level 2 options, win at Practice on the Medium setting. Beat the Hard Practice mode, and Level 3 Options open up. Level 4 Options become available after you win in the Arcade mode set to Extra Hard. If you're victorious in the Arcade mode set to Master difficulty, then all 5 levels of Options will be at your disposal.

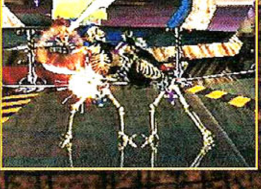
Spinal's 21-Hit Combo

Skeleskewer +QP+ Manual FP +Super Flame Blade +FP Pressure Move +Super Flame Blade + buffered-in FK Air Finisher =51% Damage.

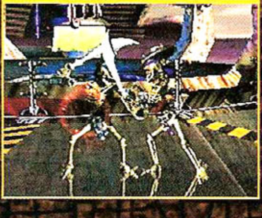
↓↘→+MP



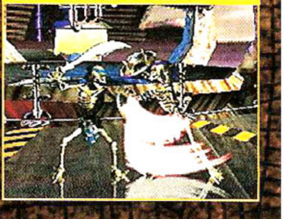
QP



FP



↓↘→←+MP



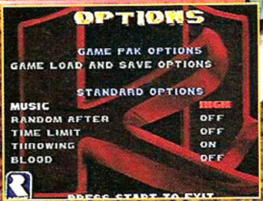
Options

Experiment with the five levels of Options to custom-tailor KI Gold. The first level's Options let you vary Throw Damage, so if you're using a fighter who throws a lot, like Glacius, you can exploit his ability. Level 2 Options enable you to activate Powered Finishers to perform your 5th Finisher without having to do the other four Finishers first. Open up Level 3 Options to switch off Auto Doubles to change the game into a manual button-mashing contest. Level 4 gives access to Cheap Juggles so you can Juggle opponents in the air as many times as you want. In Level 5, increase the challenge by shutting off the Blocking Option.

The Options Code

During the demo stage character bios, press Z, B, A, L, A, and Z. If you hear a voice say, "Perfect!" then you've successfully entered the code enabling you to instantly access all five levels of Option screens.

To access all options, press:
Z, B, A, L, A, Z



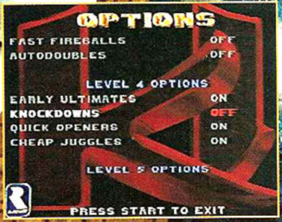
OPTIONS

GAME PAK OPTIONS
GAME LOAD AND SAVE OPTIONS

STANDARD OPTIONS

MUSIC	HIGH
RANDOM AFTER	OFF
TIME LIMIT	OFF
THROWING	ON
BLOOD	OFF

PRESS START TO EXIT



OPTIONS

FAST FIREBALLS	OFF
AUTODOUBLES	OFF

LEVEL 4 OPTIONS

EARLY ULTIMATES	ON
KNOCKDOWNS	OFF
QUICK OPENERS	ON
CHEAP JUGGLES	ON

LEVEL 5 OPTIONS

PRESS START TO EXIT

Buffering

Timing is everything in KI Gold, and to achieve certain Combos, you must "buffer," or finger your next move into the Controller while another move is being executed on-screen. If your timing's off, the game won't recognize the new move as part of the Combo, and it will be executed as a separate, less damaging blow. Bracketed moves indicate buffering, and you must enter them at a specific moment while the move you're linking them to is being performed on-screen. So if you're trying Spinal's 21-hit Combo, you must buffer in his Air Finisher with FK while you're seeing his Super Flame Blade on-screen.

Key

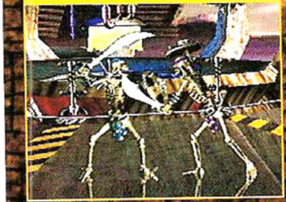
Listed above each picture sequence are the buttons you must press to execute the move. Regardless of the pictures, the transcriptions are written assuming that you're to the left of your opponent.

QP=Quick Punch (B Button)
MP=Medium Punch (Left C Button)
FP=Fierce Punch (Top C Button)
QK=Quick Kick (A Button)
MK=Medium Kick (Bottom C Button)
FK=Fierce Kick (Right C Button)

[move]
Buffer the move inside the brackets

← → ↓ ↑ ↖ ↘ ↙ ↗
Arrows indicate direction for Control Stick or Control Pad movement.

→FP



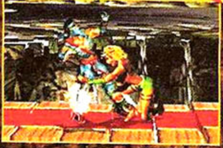
↓↘→←+MP

[↓↙←FK]

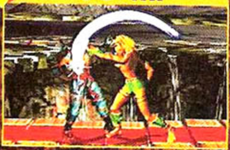
Maya's Cheap Moves

Nobody said life was fair, and that goes for fighting, too. Maya's cheap moves inflict quick damage on any poor opponent. Luckily, anyone can retaliate just as cheaply. The last move shown (Jump-in FK + MK or MP Auto Double), works for any character.

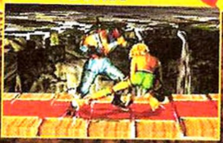
↓FP



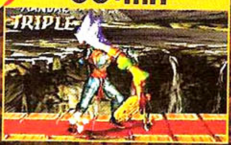
←→+MP



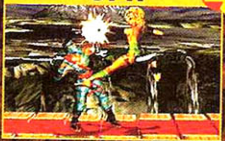
↓MK



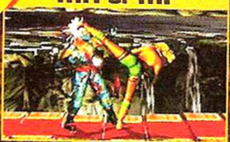
←→+MK



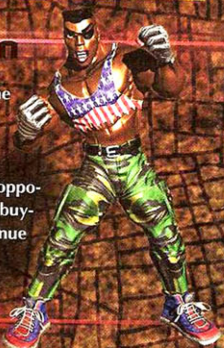
↗FK



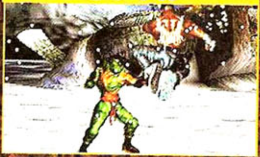
MK or MP



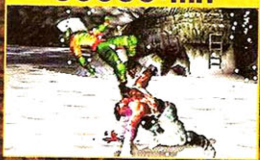
TJ Combo's Pop-up to Stun



←→+FK



→↘↓↙←+MK

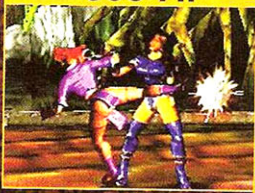


When TJ Combo is knocked to the ground, make him bounce back with a FK Pop-up followed by his Super Tremor. The pile-driving punch briefly leaves your opponent dazed and unable to fight, buying you enough time to continue your counterattack.

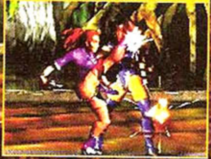
Kim Wu's Multi-Super

Deal 13 blows to your unlucky foes by chaining Kim's Tornado Kick with FK + MK Auto Double + two Super Tornados. Timing's important here, so start keying in the second Super Tornado just as the final hit of the first Super Tornado makes contact. If you time it wrong, you'll cause less damage.

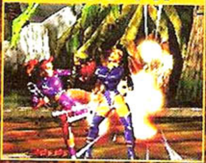
↘↓↙+FK



MK+↘↓↙→+FK



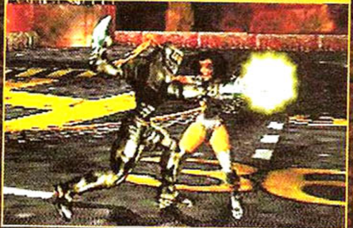
↘↓↙→+FK



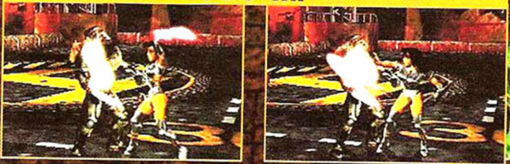
B. Orchid's Parry Openers

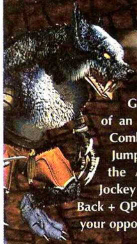
If you're on the defensive, initiate B. Orchid's Parry (Back + QP) and follow up with her Ichi Ni San as a Parry Opener. Her two fistfuls of lightning rack up three hits, putting you on the offensive with the upper hand.

← QP



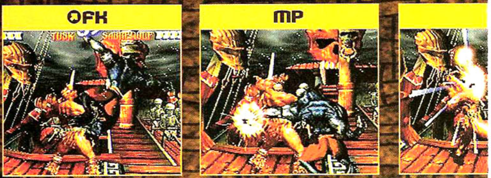
↘↓↙+MP





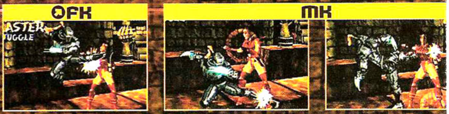
Sabrewulf's Slo-Mo

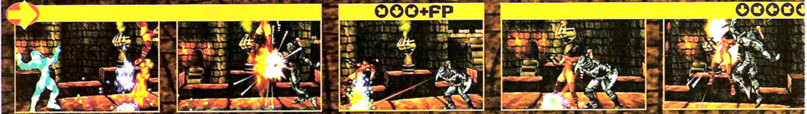
Most of the advanced KI Gold moves fly by in the blink of an eye, but Sabrewulf's Slo-Mo Combo lets you savor the savagery. Jump in with the FK and activate the Auto Double with his MP. Jockey the controls Back-Forward-Back + QP to slow the pace and prolong your opponent's humiliation.

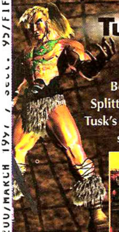


Fulgore's Cheap Juggle

Kick 'em when they're down and keep 'em down with Fulgore's jump-in FK + MK. Finish 'em off with the 5th Finisher, and Eye Laser-Juggle your enemy as a victory dance. Then for the sake of excess, juggle again with the Super Plasma Slice to show 'em who's boss.

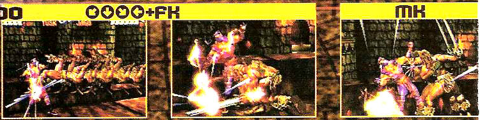


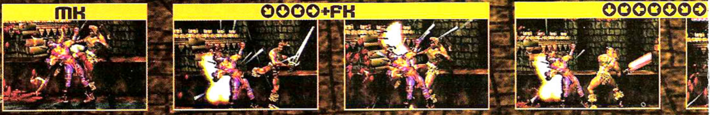




Tusk's 23-Hit Combo

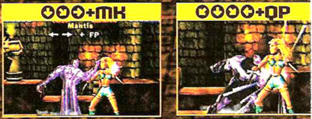
Combine the Jungle Tumble + MK + Super Web of Death + MK + Super Boot Kick + Super Conqueror + a Skull Splitter Juggle to inflict 61% damage from Tusk's barbaric barrage of kicks, acrobatics, swordplay, and even a head-butt, too.

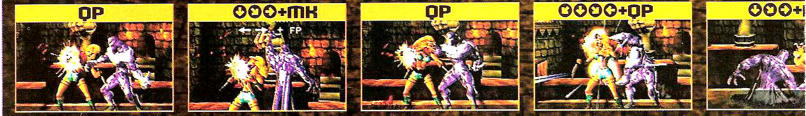




Glacius's 100% Damage Combo

Glacius is the only character who can inflict 100% damage in the Practice mode, but you'll have to go into the Options screen and switch both Cheap Juggles and Full Super Bar to On and Throw Damage to High. If you execute this Combo twice in a row, you'll toss your victim side-to-side like a rag doll until you've inflicted maximum damage.





NINTENDO OF NINTENDO POWER / 1200/MARCH 1997 / SECC. 95/FIFA A-C/D-F (LEFT HAND GATE)

←→←QP

→↓↘QP

↘→+FP

↓↘→←+FP

+FP

↙↓↘+FK

↓↘→+MK

MK

↙↓↘←+QP

Spinal's Air Ender

Follow the Skeleskewer with a QP Auto Double and
those two moves once. Then link a Super Flame
to the Combo and buffer in the Medium Ske
When used as a Finisher, the Skeleport e
Spinal to morph into his opponent.

↓↘→←+MP

Jago's Unbreakable Combos

Unlike Glacius's 100% Damage Combo, Jago's Combo contains no Auto Doubles, Manuals, or Parries to give the move a weak spot to be interfered with. Begin with the FK Pressure Move, followed by three Super Ninja Slides, and finish with a Super Tiger Fury Finisher.

↙↓↘←+FK

↙↓↘←+FK

Sky Stage Knock O

With just a minimum of moves, well-strung com
ciently knock opponents off the Sky Stage to t
Give Glacius the ride of his life by plowing
Combo's Roller Coaster. Hit QP to activat
Double, then incite the 5th Finisher to pummel Glacius (or any other opponent) and send him plummeting thousands of stories below.

Fulgore's Air Ultra

To pull off Fulgore's 37-hit Combo, fire his MP Eye Laser + QP + MP Eye Laser + QP. If you're quick enough, buffer another MP Eye Laser during the final QP. Then, if you can keep up, buffer in a QK Plasma Slice during the last MP Eye Laser.

[↘↓↙+MP]

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Blade
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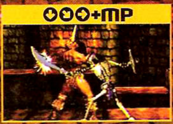

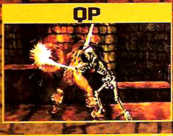

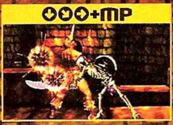

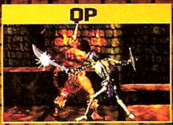

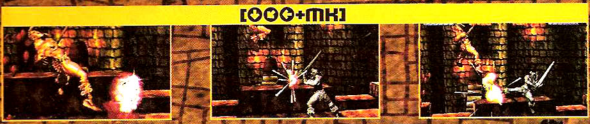

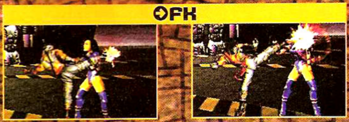

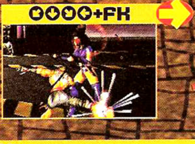

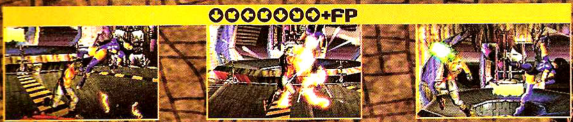

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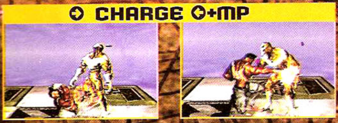

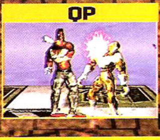

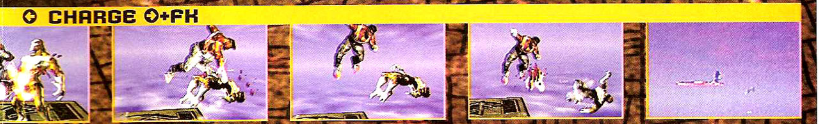

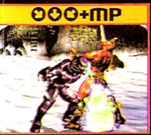

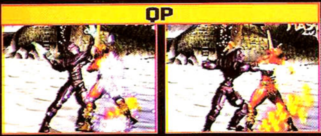

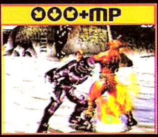

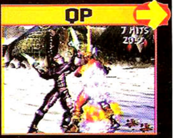

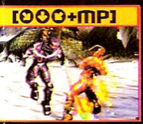

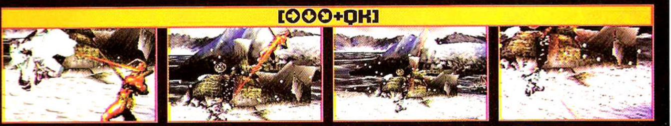

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EPIC CENTER

CONTENTS

- *Epic Center News*
  Page 51
- *EarthBound 64*
  Page 52
- *Harvest Moon*
  Page 54
- *Epic Strategies*
  Page 60

AT THE EPIC CENTER

Thanks for all the continuing support and letters from epic game fans. We enjoy hearing from you, and we pass on your concerns and wishes to policy makers here at Nintendo and at other game publishers. In this month's issue, we take a long look at Harvest Moon, one of the most unusual epic games we've ever seen. Thanks to Natsume, you'll have a chance to play a game that's been one of the most popular games in Japan over the past nine months. Natsume, reportedly, is reordering more copies of Lufia II for release in the near future. If you missed this game, don't miss it again. It's one of the best epics to be released in the last few years. Your Epic Center staff has been in contact with several other companies that are considering releasing epic games that have already been translated into English. Let's hope they have Natsume's wisdom and bring out the games. As for future N64 epics, you need look no further than this issue. Our gallery of EarthBound 64 screen shots is the first detailed look at this upcoming RPG from Nintendo. And in this month's Pak Watch, you'll also want to check out the latest, shots from Zelda 64, which is looking more and more like the ultimate adventure game.

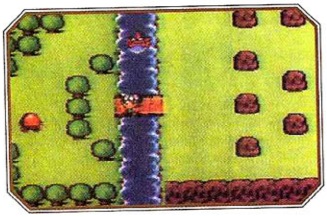
Lufia II

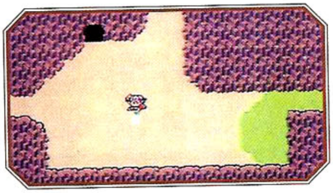
Guy Lv:99
Hp:837
Mp:0
Cm: Ip:
Maxi Lv:99
Hp:750
Mp:497
Cm: Ip:
Arty Lv:98
Hp:642
Mp:572
Cm: Ip:
Selan Lv:99
Hp:639
Mp:649
Cm: Ip:

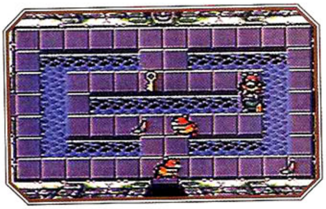
Lufia II

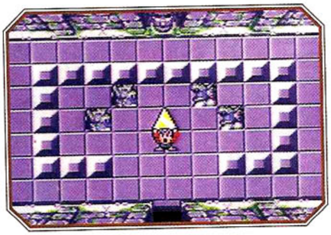
ZELDA FROM SPACE?

The original Legend of Zelda for the NES took on a new form last year when a Super Famicom version was sent to players via satellite on the Satellaview system in Japan. Although the game play was essentially unchanged from the classic 8-bit version, the upgraded Zelda featured new 16-bit graphics and sound. It might surprise you to learn that the original Zelda continues to be one of the games generating many calls to Nintendo's Game Counselors. As for the satellite version of Zelda, it may take an even longer trip in the future. It is one of several epic games currently being evaluated for release in North America in a Game Pak form. Keep your fingers crossed.







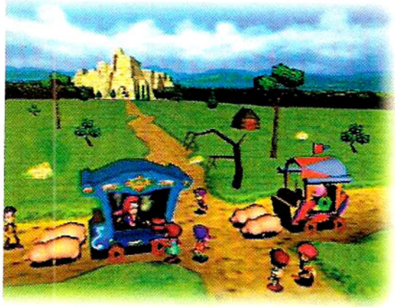


They may look like the Runaway Five, but this pop group is known as Desperado Crush Mambo Combo, or D.C.M.C. They're working on a new song, which they'll perform at the Chichiboo inn.

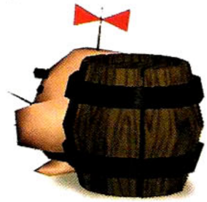
EARTHBOUND 64

Feast your eyes on the first collection of EarthBound 64 screen shots and characters from Nintendo. As you can see in this expanded Epic News gallery, the variety in the new EarthBound is tremendous, even at this early stage of development. (In Japan, this game is known as Mother 3. There was a Famicom game that never came out on the NES and Mother 2, which appeared in North America as EarthBound for the Super NES.) We don't know much about the game's plot at this point, but it does involve many of the characters from the original Super NES game, including Dr. Andonuts and the race of nose people known as Mr. Saturns. We expect the new EarthBound to have even more of an adventure feel because of its rich, 3-D world. Currently scheduled for release on the 64DD following the release of Zelda 64, EarthBound 64 most likely won't arrive in North America until sometime next year. It may seem like a long time to wait, but the promise of a game of such truly epic proportions should keep players on the edges of their seats. If you're wondering where all the wonderful images come from, it is the EAD group at Nintendo Co. Ltd. in Kyoto. Art Director of Mother 3, Ashura Ito, even provided Epic Center with his rough sketches of possible characters and scenes for the game. One thing we've learned from studying these pictures is that EarthBound 64 is bound to be a marvel of the imagination.

Some of the characters in this room look like characters from the original game, but they are really newcomers. The development team at EAD assures us that this sort of crowd isn't found packing every scene.



In this pic, several kids are approaching the wagons to buy something. In the background is Great Rock, which looks like a castle. The area used to be a quarry, but we don't know if this is where the meteorite fell in the previous game.



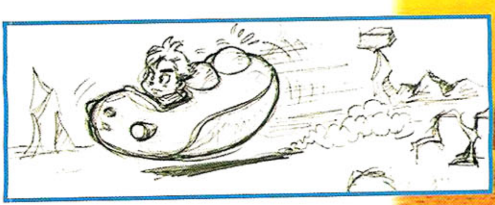
Duster sleeps all day and works at night. His favorite haunt is the Chichiboo inn.

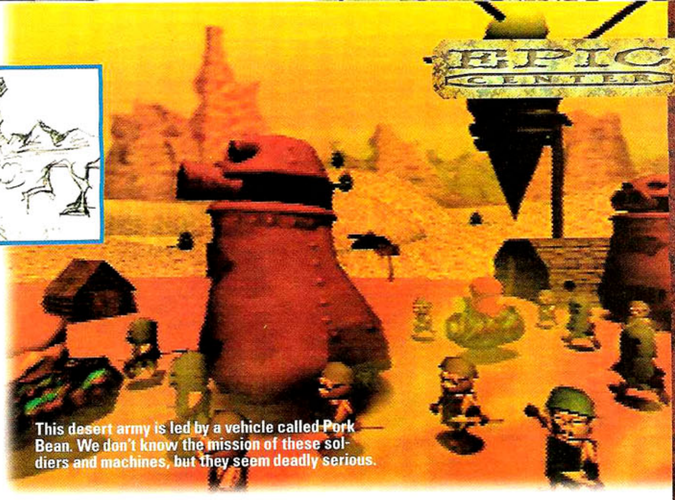
The village Godfather may make you an offer you can't refuse. Beware of his motives.

Ryukka is one of the central characters. The boy often wanders in the woods near Tazmily village where he finds many wild animals and dangerous adventures.

A waitress at the Chichiboo may give you special information if you tip her well.

Yosaku is a body builder who enjoys a nice run through the woods.

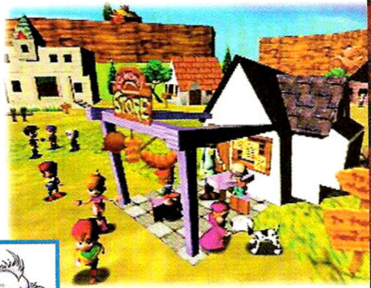




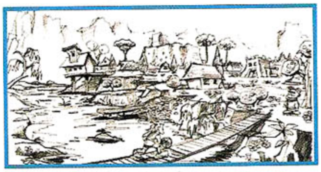
This desert army is led by a vehicle called Pork Bean. We don't know the mission of these soldiers and machines, but they seem deadly serious.

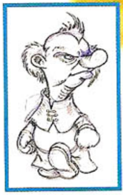
This peddler and his monkey, Sarusa, will be selling some secret item.

Although this village woman is called Lisa, she insists that she is not Lisa. She tends the store in Tazmily and tells shoppers that she doesn't tend the store. So what does she mean when she says that she is free for a date?



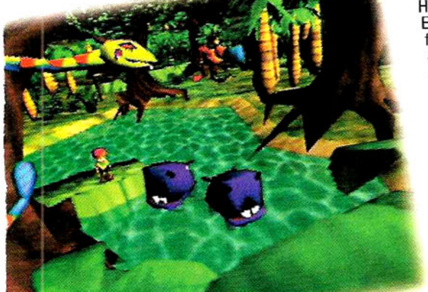
Tazmily Village is pictured here. The store in the foreground features a sidewalk cafe. In the background you can see the local hotel.



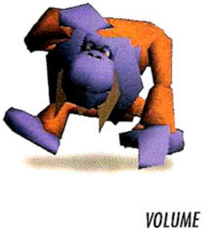


Dr. Andonuts invents surprising things, such as the ice-cream-cone shaped tank in the desert. At this point, the good doctor is only a tentative addition to the game.

Various characters and beasts that will inhabit the EarthBound 64 world have already taken shape. You'll find everything from a standing crocodile to an almost human orangutan.



Here in the jungle, the EAD team has identified several of the critters including the Shipopos in the pond and the snake, Hade Hebi, which climbs in the Baobabu tree and shakes its tail like a rattlesnake.



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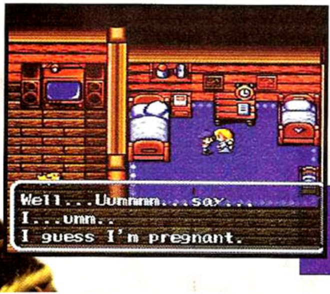
HARVEST MOON™
MOO

You just bought the farm and now you have two and a half years to live off the fat of the land. Harvest Moon is Natsume's farm fresh hybrid between a simulation and a role-playing game. The object of this password-backed Pak is to turn around a run-down farm and find happiness before your parents return. Depending on how you go about living your life, you'll see one of a bushel of endings, but let's not count our chickens before they're hatched. Read on and learn the top tips for playing Harvest MOOOn!

MOO-VING TO THE COUNTRY

You have two and a half years to make a life for yourself before your parents return.

You've been given the opportunity of a lifetime. Your mother and father have gone away and it's up to you to turn around your family's decrepit ranch. You have just two and a half years to accomplish your task, and the years in Harvest Moon are much shorter than you might expect. Each season lasts 30 days, so a year is only 120 days. That means you'll hear your father's boots clunking on the porch in less than 300 days. You'd better get to work. You'll have to clear the land, raise crops and buy livestock. All the decisions are up to you, and there are countless methods for finding your way to several happy endings. This might sound easy so far, but there are a few complications in reaching your goal. Your stamina limits the amount of work you can do in a day, so you'll have to plan your work week. And a huge cash crop can't buy you happiness. There's more to life than money, and you'll start feeling lonely when you're out standing in your field. If you could just find a companion–that might make you happiest of all.



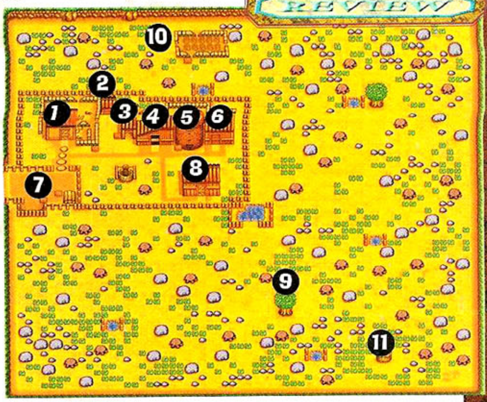
Well...Uummm...say...
I...umm..
I guess I'm pregnant.

If things aren't hectic enough out in the fields, you'll also find drama at home. Domestic life can be anything but boring.

LIFE IN THE HEARTLAND

Unlike role-playing games, Harvest Moon doesn't have an expansive region to explore. Your travels are limited to your backyard, the neighboring mountain and the only town for miles around. While these destinations might not seem too exciting, you need to remember that you're a farmer, not an vagabond adventurer. Your extensive list of chores, hungry livestock and social obligations keep you tied to your land. What matters is that you spend some time getting to know the folks that live around you, so they can help you and, one day, you can be of service to them.

YOUR FARM



1. HOUSE
This is where your day begins and ends. You'll need to remodel it twice before you get married.

2. WOOD SHED
All the wood that you chop in the field and forest is automatically stacked in your wood shed.

3. HORSE STABLE
You'll find a pony during the winter. Your horse is smart enough to find food and shelter.

4. CATTLE SHED
Keep your herd of cattle inside the cattle shed on rainy days and throughout the winter.

5. SILO
The silo is where your cut hay is stored. The silo's maximum capacity is 999 hay bales.

6. CHICKEN COOP
The chicken coop can hold up to twelve chickens. Keep your feathered friends out of the rain.

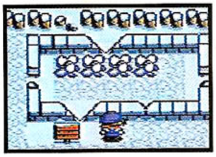
7. PRODUCE BIN
Deposit all of your freshly picked vegetables inside this box for pick-up before 5:00 pm.

8. TOOL SHED
All of your tools, seeds and animal care products are stored in the tool shed.

9. PONDS
Replenish your empty watering can at any of the six ponds on your property.

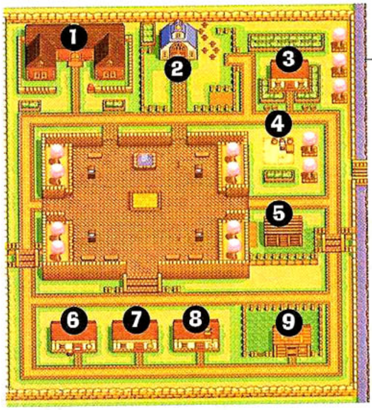
10. SECRET GARDEN
How does your garden grow? The purple flowers growing in the Secret Garden indicate how many Power Acorns you've found in the game. There are ten Power Acorns hidden throughout the countryside.

11. SECRET WELL
It takes a whole lot of shaking to roll the big boulder off the top of the secret well.



TOWN

There's always something going on in the town. This is where most of the characters in the game live. Nearly all of the festivals are celebrated here. In fact, you might even meet your future wife here. And even if you never find a girlfriend, you can always console yourself by gorging on freshly baked cakes at the restaurant.



1. MAYOR'S HOUSE
The Mayor and his family live in the town's upper left corner. Introduce yourself to his daughter.

2. CHURCH
A place of worship, the church is a also gathering point for most people in the community.

3. FLOWER SHOP
Buy seeds for your fields or a fragrant corsage for someone special at the flower shop.

4. PUBLIC MARKET
Peddle your fresh produce or other wares on the public market tables every weekend.

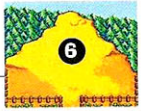
5. FORTUNE TELLER
Learn your destiny or seek advice on love and marriage inside the Fortune Teller's shop.

6. INN
The tumultuous inn stays open long after the rest of the town has turned out the lights.

7. RESTAURANT
Buy a sweet tasting cake from the restaurant. You can eat it or give it away as a gift.

8. GENERAL STORE
The general store has all the farming tools you'll need to get the job done right.

9. LIVESTOCK STORE
Buy or sell your chickens or cows at the livestock store. You'll also find animal supplies here.



THE MOUNTAIN

A handful of rugged individuals scratch out a living on the mountain's steep slopes. If you know where to look, you can find food here year 'round.

1. CAVE
If you can avoid the falling rocks, there are always herbs growing inside this dark cave.

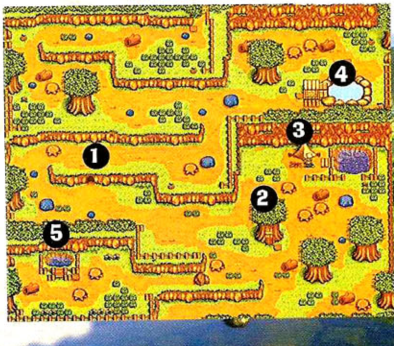
2. CARPENTER'S HOUSE
Consult the carpenter when you're ready to remodel and expand your house.

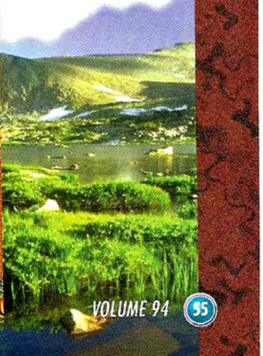
3. FISHERMAN'S TENT
Drop a line in the water and talk to the fisherman. You never know what you'll catch.

4. HOT SPRINGS
Revive your weary bones in the hot springs. Eve soaks in these steaming waters every Sunday.

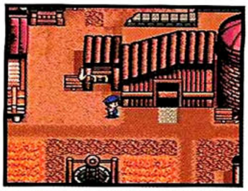
5. GOLDEN POND
It's rumored that if you drop an item in this pond, you'll receive something better in return.

6. THE SUMMIT
Everyone gathers on the summit to watch the year's first sunrise on New Year's Day.





MAKE THE MOST OF YOUR DAY


The clock keeps ticking while you're outside. A game hour passes every fifteen seconds.

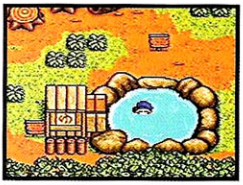
The key to running a prosperous farm is organizing your time. Every fifteen seconds that you play counts as an hour in the game. This means that you have roughly two minutes and 45 seconds before the sun sinks beneath the horizon. The trick is to plan your day before you step out the door. The clock stops anytime you enter a building, so don't feel pressed for time while tending animals or buying items in a store. When your horse matures, you can save time by riding him around the ranch or by loading your produce into his saddle bags. And make the most of your bachelorhood–nobody is there to complain when you work late into the night.

WORK UNTIL YOU DROP

You start your day with 100 energy points of stamina. Each task you undertake consumes these points. Strenuous tasks eat up more energy points than leisure activities. Different tools drain energy at varying rates, so it helps to plan your daily chores. The game doesn't have a stamina gauge, but your character's behavior lets you know how much energy is remaining. Your character starts to sweat when half your energy is gone, and he'll let out a sigh when your strength is down to 25 percent. He'll fall down just before your energy level is depleted, and completely collapse if you try to work after his energy is gone. Luckily, you can revive your stamina by eating the foods on the chart on the right, or by repeatedly soaking in the mountain hot springs.

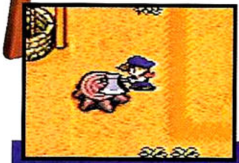
HEALING ITEMS

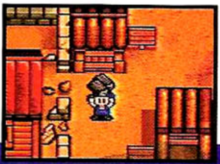
10 PTS	WILD GRAPES
10 PTS	SOUTHERN FRUITS
10 PTS	MUSHROOM
-10 PTS	POISON MUSHROOM
50 PTS	MOON FLOWER
10 PTS	HERB
50 PTS	CAKE
10 PTS	FISH


You have 100 points of energy to expend every day. To increase your energy, find and eat anything except the poison mushroom. You should also try soaking in the mountain hot springs.

CLEAR YOUR LAND

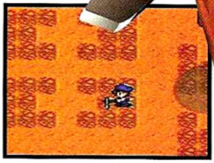
You'll start out with a small plot of land suitable for a garden, but you'll need to make more room if you intend to rake in the big bucks. Use your axe to bust up the stumps and slam your hammer onto the big rocks. If you're trying to conserve your stamina, drop the smaller rocks into a pond instead of pulverizing them with a hammer. If you don't mind the extra trips to the mountain hot springs, you can work hard and clear your entire property on your first night. That will only leave you with plucking pesky weeds, a task that requires time, not valuable energy.

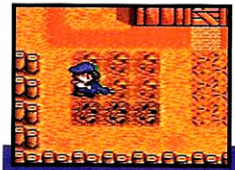

It takes six swings with a normal axe to bust up a stump. The wood is automatically placed in your wood shed.

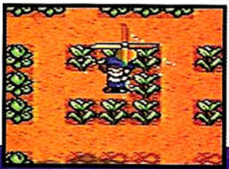

Use the wood from the wood shed to build fences around your garden. This keeps wild animals out of your crops.

PLOW YOUR FIELDS

Use your hoe to till the soil and create your gardens and fields. Seeds sown on unplowed earth will not grow and crops won't flourish if water can't reach them. Design your garden according to which plants you want to grow and how you will irrigate them. Don't forget to leave a trail to your produce bin. Taking time to plan your garden can make the difference between thin pickings and a bumper crop.

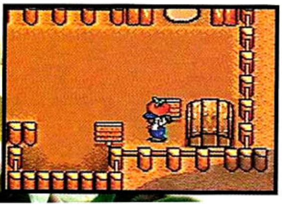



Plant your seeds in a pattern that allows you to reach and water every square that has a plant.


Corn and tomato plants yield more than one harvest during the summer if you keep watering them every day.

PLANT YOUR CROPS

After you've cleared your land and plowed the fields, you'll need to plant your crops. Vegetable and grass seeds will only grow in tilled soil. Radishes and potatoes are best in the spring while tomatoes and corn sprout in the summer. The flower shop just sells the seeds that are in season, but you can keep an extra supply in your tool shed. The trick to maximizing your profits is to plant on the first day of the season and water your crops on the sunny days. You're only paid for the crops you place in the produce bin before the shipper arrives, so don't harvest anything after 5:00 pm.



RADISHES

Radishes grow faster than any other vegetable in your garden. This plant will be the first up in the early spring.

POTATOES

Potatoes grow slower than radishes, but customers pay more money for them. Plant your potatoes in early spring.

TOMATOES

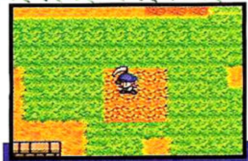
Tomatoes yield more vegetables than any other crop in your garden, but you'll need to water them every sunny day.

CORN

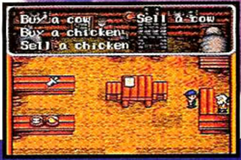
Corn takes the longest time to grow but is your best cash crop. Plant as many rows of corn as you can afford.

THE BARNYARD BASICS

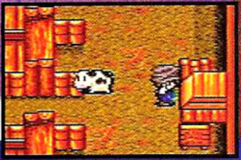
Growing crops can earn you money two seasons out of the year, but livestock will provide you with a regular source of revenue. The trade-off is that you must tend your livestock every day or they'll stop laying eggs and producing milk. While animals are more labor intensive than growing produce, the profit is worth the hard work.



If you plan to raise livestock, you'll have to grow plenty of hay. Cutting the grass replenishes your silo's feed supply.



Buy your cows and chickens at the livestock store. The merchant won't sell you an animal until you grow enough food to feed it.

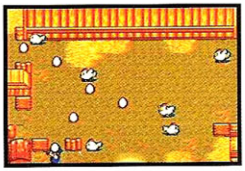


You'll need to feed, brush and talk to your new cow each morning for 21 consecutive days before she starts to produce milk.

HAY, HAY, HAY!

Cut grass can be used as feed for your chickens and cattle. Grass seed is the most expensive item sold at the flower shop, but once you plant it, the grass will grow until the game ends. Grass can be harvested in any season except winter, and you never have to water it. Like other people in town, the merchant at the livestock store knows how much hay you have growing on your spread and he'll limit your stock purchases to how much he thinks you can feed your animals. Just like when chop wood, all hay that you reap is automatically transported and stored in your silo. Your silo can hold 999 bales of hay, and it's important to have the silo near capacity before winter arrives.

THE PECKING ORDER



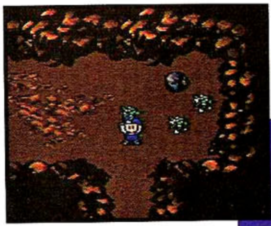
You just need a solitary chicken to begin building your poultry empire. Your chickens will lay eggs every day as long as you feed and protect them from rain and dogs. You can raise chicks by leaving an egg in the nest near the door. Up to twelve chickens can roost in the coop at one time, but the birds will rapidly drain your feed supply. Try selling a few back to the livestock store.

CATTLE CARE

There's nothing quite as productive or profitable as a contented cow. The amount of milk your cows produce depends on how well you treat them. Ideally, you should be brushing and talking to every cow each day. If you do this for an extended period of time, your milk production soars. The volume of milk your cow produces increases as she gets used to you. Talking to your cow not only makes her feel happy, but provides you with a status report on her health. If this sounds time consuming, don't worry. Time stops whenever you're inside the cattle shed or the chicken coop. So spend time with your bovines. A cattle shed packed with a dozen contented cows will produce more money than any other part of your farm. And if you keep at it, you'll maintain that high profit level until your father comes home.

PICK OF THE DAY

Deliver your crops to the shipping bin as soon as the vegetables are ready to pick. Your finicky customers will only buy fresh produce. Anything that looks a day old will be ignored. You can't sell a vegetable that is picked after the shipper arrives, so plan your work according to the shipper's schedule. You should try to pick as many crops as you can during the daylight hours. If you still have other chores to do, chop your wood and water your fields under the evening skies.

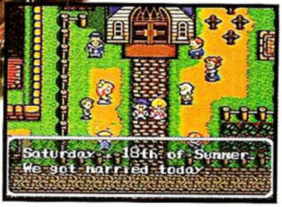


If you're hard-pressed for cash, you can pick herbs in the mountain cave during the winter. Get to work early, run fast and you'll make three trips to the cave in a day.

PRICE LIST FOR SELLING ITEMS

60G	RADISH
80G	POTATO
100G	TOMATO
120G	CORN
200G	FISH
150G	WILD GRAPES
150G	SOUTHERN FRUITS
150G	MUSHROOM
200G	POISON MUSHROOM
500G	CHICKEN
5,000G/8,000G/10,000G	COW
50G	EGG
150G(S)/250G(M)/350G(L)	MILK
600G	MOON FLOWER
200G	HERB

THE DATING GAME


Saturday 18th of Summer.
We got married today.

Do you want to be a bachelor during your two and a half years of farming life, or would you like to find your soul mate? Balancing a social life while working on the farm isn't easy, but it can add an interesting, if not rewarding, twist to the end of your game. There are five eligible women in town, and it's highly recommended that you meet and talk to all of them before dumping your hard-earned cash on cake, flowers and perfume. Each woman has different tastes, so carefully listen before you start buying her gifts or making casual conversation. If you want to find out how you're doing, you could sneak a peek at her diary, but you'll lose a portion of your stamina.

YOUR PROSPECTS

Each eligible female has different skills and aspirations. Consider this as you seek a potential bride-to-be. Once you tie the knot, you'll work as a team.

MARIA Maria is the Mayor's daughter. She prefers spending her time at her parents' house or playing the organ inside the church.

NINA Nina loves flowers and works at the flower shop. If you do give her a flower, buy it from the store. She doesn't like people picking flowers.

ANNE Anne is mechanically inclined and likes tinkering with the hardware down at the general store. She would love to invent something someday.

ERIN Erin's father owns the livestock store. Erin has a strong affinity for all animals. She'll give you a dog during your first year.

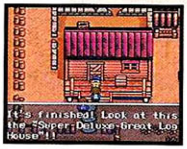
EVE Eve works every evening except Sundays at the inn. Her energy-reviving berry juice is rumored to be the best around for three counties.

SOCIAL CALLS

Once you figure out where your girlfriend spends her day, it's a good idea to visit her often and bring her gifts. Casual conversation is nice, but presents are better. Depending on where you meet your sweetheart, you'll need to balance your farm work between your social calls. As you continue visiting, you'll notice a change in her demeanor. Your dialogue might even drip with romance. When you're ready to pop the question, give her a Blue Feather.

When you're ready to pop the big question, give your true love a Blue Feather. The Blue Feather is sold in the Public Market.

REMODEL YOUR HOUSE


It's finished! Look at this the "Super-Deluxe-Great Log House"!!

Before you can get married, you'll have hire the local carpenter to remodel and expand your house. This is a two step process. The first model, the Super Log House, requires 250 wood and 5000 gold. The largest model, the Super Deluxe Log House, costs a whopping 500 wood and 10,000 gold. As an added bonus, if you purchase your Super Log Home before the end of the first summer, your friendly local carpenter will throw in a handy wristwatch free of charge.

SEEK YOUR FORTUNE

The Fortune Teller might tell everyone that she's in the business of predicting your future, but her real forte is giving advice on relationships and romance. An enormous book about love and companionship is splayed across her dark table. You can browse the pages of this valuable tome whenever the shop is open, and it won't cost you a penny. The book includes step-by-step suggestions on how to transform a relationship from a friendship to a successful marriage.

hink before you act.

LOVE AND MARRIAGE

Titter...alright, I say OK.

Good morning...da-darling.
Be happy together from now on.

Depending on your agenda, getting married is only the beginning of your quest for finding a happy ending. You can try to raise a family. If you plan on having kids, you'll have to be very nice to your wife and treat her with decency and respect. Always arrive home before she falls asleep, spend time talking with her and try to bring her a present or two every day. Exercise common sense in social situations around town. Stop giving other women gifts and never dance with another partner at local festivals. Your wife is smart enough to figure out what you're doing with your day, and you don't want her to embarrass you in front of all the townspeople. Besides, if you insist on being a jerk, she'll dump you.

Ho-ho, look at this baby.
It's a cute baby girl.

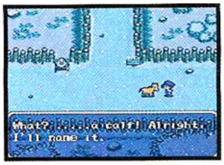
DON'T WORK LATE

Darling, will you
child sometimes?

You won't be working any more evening hours after you're married. If you arrive home late too many times, you'll suffer the consequences and end up in the domestic dog house. The game music always stops exactly at 6:00 pm. Make a point of getting back inside the house before the melody ends. If you do arrive late, make it up to your wife the next day with several super nice gifts.

You can't raise little farmers in an unhappy household. If you plan on having kids, make sure you keep giving your wife plenty of presents and always return home before sunset.

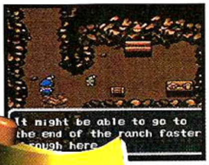
LEGENDS AND OTHER TALL TALES

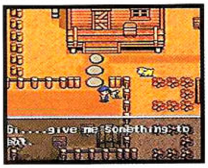

What? ......a calf! Alright.
I'll name it.

Farm and town folk are busy people, but they're always willing to take time out for a good yarn. Listed below are some of the best tall tales ever told around the Harvest Moon cracker barrel. Of course, you might try to argue that one of these strange happenings actually happened to you, but you know everyone will figure that you've spent one too many hours working in the hot sun.

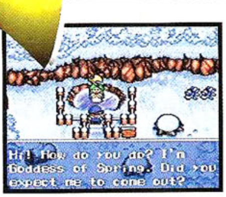
THE LITTLE PEOPLE

It's rumored that on a still night you can hear tiny voices in the ground. Even your father once said he heard noises beneath the tool shed. Nobody is sure if dwarves really exist, but if you encounter one, be very polite. Dwarves have magical powers and can bestow wonderful gifts. If a dwarf asks you for a favor, even if it seems unusual, go out of your way to help him. Anyone who ever helped a dwarf was grandly compensated for their troubles.


It might be able to go to
the end of the ranch faster
rough here


Gi.....give me something to
eat.

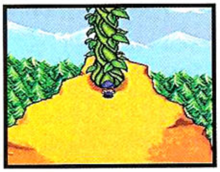
MAKE A WISH


Hi! How do you do? I'm
Goddess of Spring. Did you
expect me to come out?

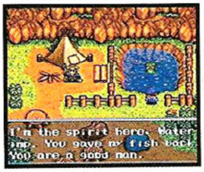
If an earthquake ever struck, it might clear the big boulders blocking the path to the Golden Pond. There's an old local fable about this magical pool. Supposedly if you throw something into the water, a fairy will appear and ask you a question. According to the legend, if you tell the truth, the fairy will reward you for your honesty.

THE BEANSTALK

Here's a wild one for you. There's this old guy wandering around trying to trade these magical beans for a cow. Who would ever trade a cow for a handful of beans? What would their wife think if they did such a thing? It doesn't seem very realistic. In fact, it sounds like a fairy tale.



SOMETHING FISHY


I'm the spirit here. Water
imp. You gave my fish back.
You are a good man.

The local fisherman always have a whopper of a fish tale about the one that got away, but supposedly there's a magical and mysterious spirit living beneath the Mountain Lake's murky surface. Nobody really knows what makes the spirit appear, but some folks think that the spirit is the guardian of all freshwater fish. Perhaps this explains why hardly anyone ever catches anything there.

ANNUAL FESTIVALS

The inhabitants of Harvest Moon have different holidays than the rest of us in the real world, but the purpose behind all of the celebrations–an opportunity for fellowship and social interaction–remains the same. Outlined below is a description of all the holidays held throughout the year.

FLOWER FESTIVAL

The Flower Festival is the only holiday that takes place while crops are growing in the field. This is a dance celebration. Talk to each of the women in the town square before you ask one of them to dance.

SPRING
23RD

HARVEST FESTIVAL

The Harvest Festival is a celebration of the prosperous year. Everyone is required to bring a food item to the Festival. If you can't find anything, pick a mushroom in the forest and take it with you to the town square.

FALL
12TH

THE EGG HUNT

The annual Egg Hunt is a rowdy contest. The object of the festival is to search the town and find a hidden egg identical to the one held up by the Master of Ceremonies. If you find enough eggs, you'll win a Power Acorn.

FALL
20TH

THANKSGIVING

dad is so rude. He looks
at me carefully before
[illegible]

The hardest working farmers are rewarded for their efforts with cakes on Thanksgiving. If you've maintained a steady friendship with the women in the town, it's likely that a few of them will bake a cake for you.

WINTER
10TH

STAR FESTIVAL

id you see it? I see a
hooting star every year.
on't tell anybody about

The Star Festival is a romantic opportunity to share a moment with someone special. Talk to the person you want to be with the day before the holiday, then meet them at the prearranged place at the designated hour.

WINTER
24TH

NEW YEAR

May the earth give us gifts
this year too.

Everyone from town meets on the summit of the mountain to watch the first sunrise of the New Year. Talk to all of the participants and learn about their plans and resolutions for the coming year.

SPRING
1ST

EARTHBOUND

EarthBound has been called everything from offbeat to quirky to just plain strange, but a growing number of epic adventurers are beginning to take a second look at this fun and funny game, and therefore, so are we. If you'd like to sink your thumbs into a different kind of epic, you'd do very well to give EarthBound a try!

MODERN MARVEL

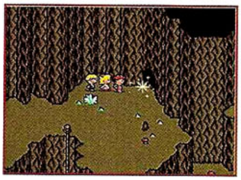
While EarthBound may seem like a typical RPG at first, it soon surprises and delights with its modern setting and whimsical humor. The game was sold with a Nintendo Power Player's Guide, but it has still generated a steady stream of questions. We'll answer a few of those FAQs this month and, introduce a few more of you to the peculiar pleasures that EarthBound offers!

Monkey Love

Some of you have wondered what to do once you've obtained the Bad Key Machine from Maxwell. First, grab all the items you can in the Snow Wood Boarding School locker room, then exit the school and walk to the gate. Talk to Tony to make him kneel down, then use him as a step to get over the gate. Go to the right and enter the shop. Pay the girl a dollar for the Pak of Bubble Gum. Now talk to the small monkey to get him to join you.

Leave the shop and work your way south until you find some tents along the lake. Spend the night in the far left tent. When dawn breaks, walk down to the small patch of dirt by the water. When you talk to the monkey, and he'll call the legendary lake beast, Tessie, to give you a ride to the southern shore. Once there, walk south until you reach a pencil-shaped statue. Enter the nearby cave (the Brick Road Maze) and work your way to the exit.

When you emerge, talk to the waiting Dungeon Man, then go south and enter the Pond Cave. When you reach the rope, stand below it and use the Bubble Gum. The monkey will float up and throw the rope down to you.



Come back later with Ness to enter the 4th Sanctuary Location.

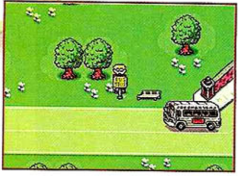
Now climb up and exit the cave. (Note: The 4th Sanctuary Location, seen as a flashing star, lies near the Pond Cave exit. You won't be able to enter it until you return with Ness later.)

Once outside, the Bubble Monkey will meet up with a female of the species, and unless he's on a leash, he'll leave you to pursue the monkey maiden of his dreams. As for you, head south (beyond Stonehenge) and jump into the hole to enter Dr. Andonuts' laboratory. Talk to the good doc (who turns out to be Jeff's father), then walk over to the Sky Runner vehicle. This human-made flying saucer will take you to Ness and Paula in Threed. The three of you will now unite into a single group.

The Gold Mine

After you find the 3rd Sanctuary Location, the next thing you'll need to do is go to the city of Fourside, by way of the Dusty Dunes Desert.

First, go all the way back to Threed. Talk to everyone, then look at the bus stop sign in front of the hotel (face the sign and press the L Button). When the bus appears, talk to the driver and climb aboard. You'll be forced to get out and walk when the bus gets stuck in a traffic jam. Explore the desert to the east as best you can. When you find the Gold Mine, talk to Gerardo, the miner. If you give him something to eat, he'll let you stay the night at his house. In the morning, continue walking east to find the road again. Take the next bus to Fourside.



Read a bus stop sign to make a bus come along.

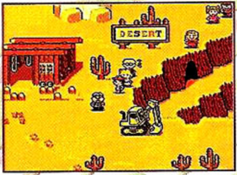
While you're in the big city, you should take in some of the local sights and entertainment, including the show at the Topolla Theater. It seems the Runaway Five, the group you bailed out of debt back in Twoson, is now in even worse straights. Talk to the theater owner to learn about the Fab Five's debt, then hop the next bus back toward Twoson, but get off in the desert again. If you're lucky, you might be able to obtain something at the Gold Mine to help out the Fab Five.

Talk to Gerardo to find out about the monstrous moles (called the Guardian Diggers) that are terrorizing the miners. The Guardian Diggers can be fought in any order, but here's our recommended course: From the entrance, go all the way up to a ladder. Climb down the ladder and go left. Go up through the first opening and fight the first Guardian Digger.

After you defeat him (PSI Flash is particularly effective), climb up the ladder on the left. Follow the path down and to the right to an intersection. Take the path going down and follow it down, left and up to an intersection. Keep going up until you find a ladder. Climb down the ladder and go to the left, up and to the right to the next Guardian Digger.

After you defeat it, get back onto the path and go up and to the left until you find a ladder. Climb up the ladder and follow the path all the way down and to the left to the next Guardian Digger. Defeat him, then go back to the right and up. Take the first path on the right and then the first path going down. Follow it to its end and the next Guardian Digger.

After you defeat him, follow the path all the way right and all the way up to the last Guardian Digger. Once he's out of commission, exit the mine and talk to Gerardo to receive the Diamond. If your pack is full, you won't be able to accept it. Rest assured, though, that the miners won't forget what you've done. If you come back later, just visit the Gold Mine Office to the left of the mine entrance to collect your reward. Now hoof it back to Fourside and give the Diamond to the theater owner to pay off the Runaway Five's debt.



If you can't take the Diamond with you at first, visit the Gold Mine Office later.

Moonside Mambo

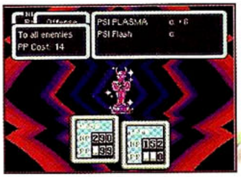
Once you're back in Fourside, you may want to stop by Jackie's Cafe for a snack...and another adventure! If you explore the back wall of the cafe, you'll be transported to the other-dimensional city of Moonside, a dark and deadly mirror-image of Fourside. Your mission is to find and destroy Carpainter's Mani Mani Statue. You'll need to speak to Moonside's citizens to warp around the city.

After you pop in, leave the cafe and head to the northeast part of town to the Hotel and the Hospital. Talk to the man in yellow in front of the Hospital to be warped to the Monotoli Building. Talk to the fellow who looks like a pirate to learn about the man with one eyebrow and a gold tooth. Now go northeast and talk to the man in front of the Hospital again to be warped to another spot in the city.

When you appear, talk to the man standing next to you to be warped to a new location. Now talk to the man below you to be warped again. Talk to the man in black above you to be warped yet again. You'll appear in a small room.

Talk to the man you can see clearly, then talk to the shadowy person that is walking around. Talk to the other man again to warp out.

You'll appear in another room. If you leave, the invisible man will follow you. (You'll just have to trust us!) Walk out of the Hotel and go south to the man who looks like a pirate. Talk to him to make him move out of the way. Now walk south and talk to the man in front of the Monotoli Building. Now it's time to battle the malevolent Mani Mani Statue!



Mani Mani has about 950 HP. You should be at Level 36, and PSI Special will be helpful in battle.

T. Rama's Cave

After your battle with the Mani Mani Statue, you should take some time out to relax and meditate, and who better to learn from than the guru, Talah Rama. Before you visit his cave in the Dusty Dunes Desert, stop by a Drugstore. The guru is guarded by a troop of monkeys, and you'll need to trade with them so they'll allow you to pass through the maze. Buy a Skip Sandwich, a Picnic Lunch, and a Pencil Eraser. The rest of the items can be found in Talah Rama's cave.

Enter the cave and go through the door on the left. Give the Skip Sandwich to the monkey on the right. When he moves aside, go up through his door.

Open the chest to get a Wet Towel. Go back through the door on the right and give the Picnic Lunch to the monkey on the left. Go through his door and open the chest to get a Pizza.

Go through the left door. Give the Wet Towel to the monkey on the right. Go through his door and open the chests to get a Hamburger and a Ruler.

Go back through the door on the right. Give the Pizza to the monkey on the left and go through his door. Open the chest for a Pizza. Go back through the door on the right. In the next room, go through the door on the far right.

Now go through the next door on the right. Go up through the door on the right (the one guarded by a monkey, not the cave exit). In the next room, go through the left door. Give a Pizza to the monkey on the left.

Go up through his door and open the chest to get a Protein Drink. Go back through the door on the right and use the Protein Drink on the monkey on the right. Go up through his door and open the chest to get a Hamburger.

Go through the door on the left and use the Ruler on the monkey on the left. Go through his door and get the King Banana. Go back to the previous room and go through the far right door.

Our step-by-step guide will save you a lot of trial and error.

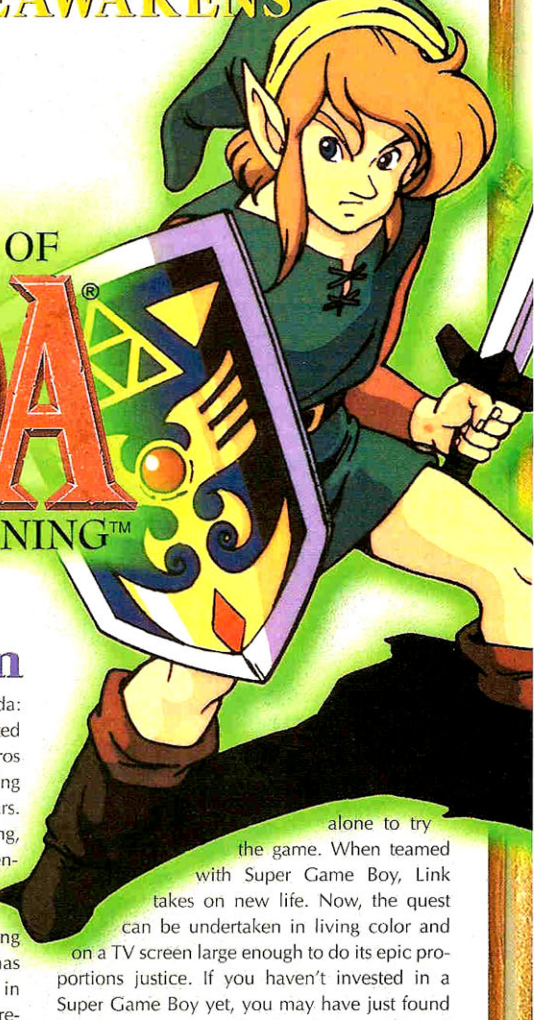
Go through the next door on the right and then up through the door on the left. Go past the empty chest and through the door on the left. Give the King Banana to the monkey on the right and go up through his door.

Open the chests for a Hamburger and a Picnic Lunch. Go left through the door. Now get rid of the Pencil-Shaped Statue and go through the door.

Talk to Talah Rama and open the chests to get the Yogurt Dispenser. Talk to the monkey and then leave the cave to learn PSI Teleport.

Now take the Yogurt Dispenser to the maid (Electra) in Fourside. In return, she'll direct you to the Monotoli Building, where Paula is being held captive.

SUPER GAME BOY REAWAKENS A LEGEND IN A NEW, EYE-OPENING WAY.

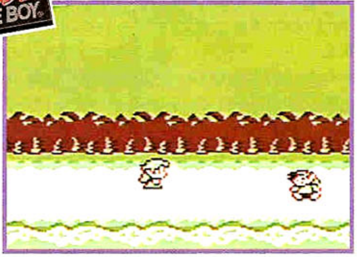


THE LEGEND OF ZELDA® LINK'S AWAKENING™

™ & © 1993 Nintendo

An Epic Dream Team

Since its debut in 1993, The Legend of Zelda: Link's Awakening has constantly been voted favorite Game Boy game by readers and pros alike. It still sits atop the Power Charts, holding its throne for an unprecedented three years. Now, Nintendo's rereleasing Link's Awakening, the fourth epic in the Zelda series. In this adventure, Link must wake the Wind Fish, a sleeping beast that has imprisoned him in its dream. The premise continues to captivate gamers, and Link's enduring popularity is reason alone to try the game. When teamed with Super Game Boy, Link takes on new life. Now, the quest can be undertaken in living color and on a TV screen large enough to do its epic proportions justice. If you haven't invested in a Super Game Boy yet, you may have just found your reason. The Player's Choice MSRP of $19.95 for this pak makes the decision even easier. Reawaken Link on Super Game Boy, and you'll find miles of epic play ahead.



* * *

Adventure Items

Link becomes quite a pack rat during his quest, amassing a motley inventory. Each item, though, has unique importance, and seemingly useless items may be necessary for the long chain of trading needed to acquire the powerful Boomerang.

Bomb

Use your explosives to bring down walls, rocks, or enemies.

Bow

Bombs, as well as Arrows, may be used as projectiles for your archery attack.

Magic Rod

Ignite enemies and melt ice with this supernatural flame thrower.

Hook Shot

This traversing tool can also be used to retrieve faraway objects.

Magic Powder

A sprinkle will light lamps, or harm certain enemies.

Ocarina

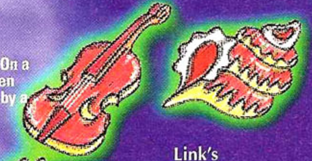
Learn to play its three songs. Each has its own unique power.

Wind Instruments

Link's arrival at Koholint Island seems to be no mistake. Nightmarish monsters threaten the dreamlike paradise, and Link is seen as Koholint's savior. He discovers he is trapped inside the dreams of the sleeping Wind Fish, and his only way of freeing himself is to wake the mystical creature. Music, Link discovers, will be the Wind Fish's alarm clock.

Cello

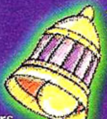
The first instrument you'll need. On a bad note, this, like the other seven instruments, is fiercely guarded by a Nightmare Creature.



Conch

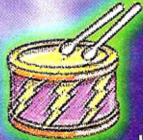
The Bottle Grotto in Goponga Swamp houses the Conch Horn. Ruin the wishful thinking of the evil Genie, to earn this musical seashell.

Bell



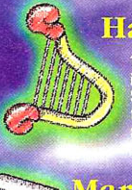
The Slime Eyes in Key Cavern defend the Sea Lily Bell, so look to your Sword and Pegasus Boots to defeat the watchful Nightmare.

Drum



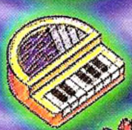
A relentless rhythm of fire power will defeat Hot Head, guardian of the Thunder Drum. Beat him, and you'll snare your final instrument.

Harp



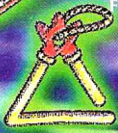
To orchestrate the awakening of the Wind Fish, find the Surf Harp, whose angelic tones will make any sleeper sit up and listen.

Organ



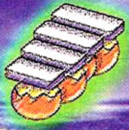
When you win the seventh instrument, the Organ of Evening Calm, you're two steps away from restoring Koholint's serenity.

Triangle



Hidden in the Face Shrine is the Coral Triangle. Its chiming tone will help ring in the end of the Nightmares that plague Koholint.

Marimba



Inside the Catfish's Maw awaits the Marimba. Also patiently waiting, though, is the Slime Eel, who isn't ready for the Nightmares to cease.

Boots

Slip these on to charge enemies with the speed of Mercury.

Feather

With this, Link will leap over danger and feel as light as a feather.

Shovel

Buy this at the Store and unearth the many buried treasures hidden on Koholint.

Sword

Ol' reliable. Even mightier when used in the Swirling Blade Attack.

Power Bracelet

When worn, it gives Link the power to lift heavy objects.

Shield

The Shield may help to soften the blows dealt by some enemies.

Mushroom

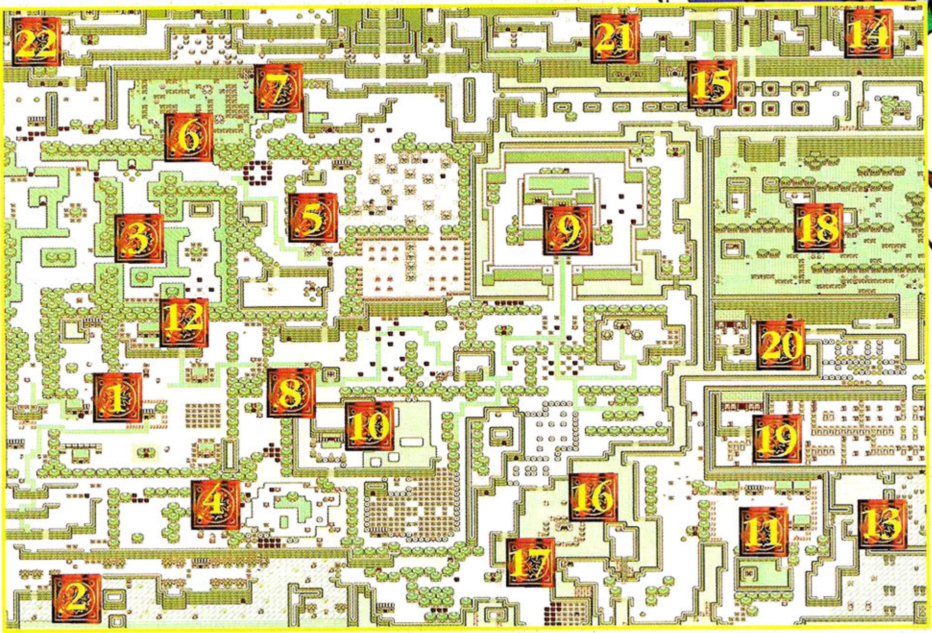
Take the Mushroom to the Witch so she can mix you a batch of Magic Powder.

Yoshi Doll

Trading is important on this isle, and this Trendy Game item is quite prized.

Koholint Island

The adventure begins when Link is shipwrecked on the beaches of Koholint Island. Link is found by a woman named Marin, who takes the castaway home to her father, Tarin. Unsure if he's awake or dreaming, Link soon learns his destiny: He must wake the sleeping Wind Fish, whose dream of Koholint may be taking on a life of its own. Embarking on a treacherous pilgrimage, Link must search for reality in the confusing dreamworld of Koholint.



Area Summary

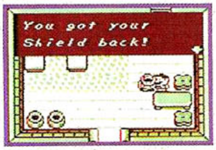
Get your Shield, visit with the townspeople, and study the books in the Library. Next, retrieve your Sword from Toronbo Shores and defeat the beach creatures to earn Rupees. Spend those at the Trendy Game for a Yoshi Doll. Clear a path to the well in the west. Drop into the well to get a Piece of Heart. Then go east of Tarin's house and clear the square patch of bushes to find a Secret Shell.

1 Mabe Village

This town is the home of many of Link's essentials. Some you'll find at the Store and others you'll find from the townspeople. It's been said that knowledge is power, and the Library will reveal one of Link's most powerful moves—the Whirling Blade Attack. Study this and the other wise advice found in the Library before exploring further.

Hero's Shield

When you awake, Tarin will give you your trusty Shield. For now, it's your only defense, so use it to push any opposition out of your way.



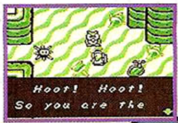
You got your Shield back!

Trendy Game

The trading process begins: Win a Yoshi Doll for the Quadruplets' mother and get a Ribbon for Madam MeowMeow's dog in return. Then trade the Ribbon for a can of Dog Food.

2 Toronbo Shores

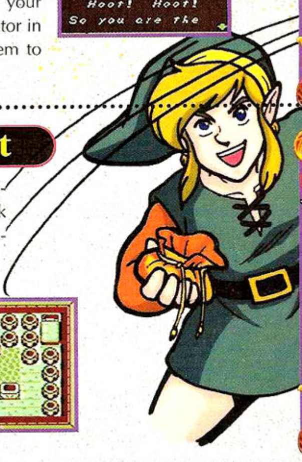
This is where Link was washed ashore, and his Sword wasn't far behind. Retrieve it, and you'll meet your guide, the Owl. You'll also want to meet the Alligator in the beach house, for he has an important item to trade you.



Hoot! Hoot!
So you are the

Area Summary

Retrieve your Sword and meet the Owl. He'll tell you the tale of the Wind Fish and be your occasional guide. But first, you'll need some key items, so head to the Alligator's house and trade your Dog Food for Bananas.

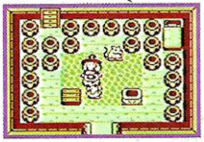


3 Mysterious Forest

Once you encounter the Raccoon, you'll experience dèjá vu as every stride north leads you back to where you started. To cure your loopiness, sprinkle Magic Powder on the Raccoon.

Magic Powder

Find the Toadstool by entering the tunnel southeast of the Raccoon. You'll find the Mushroom growing near the exit. Have the Witch concoct the Magic Powder, then sprinkle a pinch on the Raccoon to break the confusion spell.

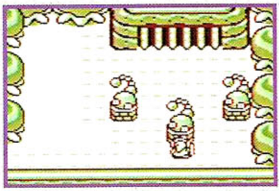


Area Summary

Find the Toadstool and deliver it to the Witch in the tree. When you use Powder on the Raccoon, you'll discover it was actually a spellbound Tarin. With the spell broken, head north to open the chest and claim the Tail Key. Later, when you have earned the Power Bracelet, return to lift up the stone west of the Faerie Springs. Underneath is the lair of the Mad Batter, who can increase your capacity to hold Magic Powder, Bombs, or Arrows. To summon him, sprinkle the Powder into his well.

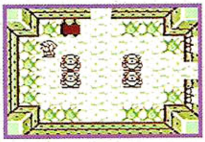
4 The Tail Cave

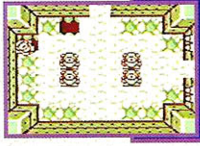
Welcome to Level One, located between Mabe Village and Toronbo Shores. Before entering, a wise traveler should have a supply of Bombs. However, the Shopkeeper will not stock Bombs until you have purchased his Shovel. Then, confidently enter the Tail Cave and battle for Roc's Feather and the Cello.



Watch your step

The dark areas on the floor indicate weak spots. If you step on them, you'll crash through. Walk carefully or run swiftly to keep a step ahead from losing ground.



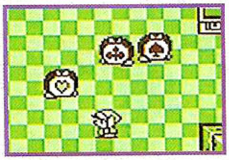


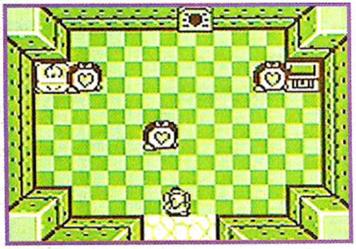
Cave Summary

Use the Sword to push the Helmet Beetles into the abyss to earn a Small Key. Bomb the cracked wall to gain entry into the adjoining room. Inside, you'll find a Secret Shell. In the room with the Spark, push the leftmost block to the right to complete the patterned block arrangement. The door will open, and if you press on, you'll find Roc's Feather. Now you can jump the pits that once prevented you from finding the Nightmare Key. End it for the Nightmare Moldorm by attacking its tail. With victory, you'll receive the Cello.

Three-of-a-Kind

These foes boast an ever-shuffling display showing a heart, diamond, spade, or club on their chests. Take a gamble and swing your Sword at one to freeze it. Then freeze the others on matching suits to defeat the trio. If you stop all three while they're displaying hearts, Link will be rewarded with a three-Heart jackpot to restore his health. But timing's everything in dealing with these cards, so if you're having trouble, the joker's way out is to use the Start Button to pause the cards until you see the suit you need.





5 Koholint Prairie, Tabahl Wasteland, Cemetery

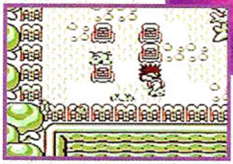
Although this vast region seems barren, it's actually an area of great resources. Here you'll find Crazy Tracy and the Witch, who both supply Link with helpful magic. Zombies also inhabit this land, and it will pay off for you if you fight them. With every Zombie that meets its demise, a Rupee will appear.

Area Summary

Get more Powder from the Witch, then find the Piece of Heart and Secret Shell. Revisit this important area when you have the Bracelet to move the stones blocking the entrance to Crazy Tracy's. For 28 Rupees, she'll provide you with a Heart-replenishing medicine that gives you more staying power. You'll also need to visit the grave north of where you found the Secret Shell. A ghost will be haunting you soon, and this is where he will finally be laid to rest.

Secret Passage

Try pushing back the tombstones. Beneath one is a secret passage that eventually leads to another Secret Shell. When you emerge from the passage, go west and chop down the bush. Dig up its spot, and you'll have another Shell.



6 Goponga Swamp

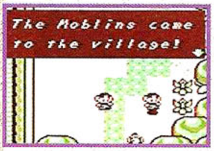
Back in Mabe Village you'll hear that Madame MeowMeow's watchdog, BowWow, has been stolen by the Moblins. Infiltrate the cave just east of the Swamp to confront the dognappers. If you rescue BowWow, you'll have a loyal companion with an appetite for your foes.

Area Summary

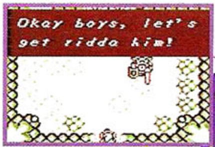
Enter the Moblin's cave to the east of the Swamp and north of Crazy Tracy's. Defeat the Moblins, then take BowWow for a walk—he'll eat enemies and sniff out the locations of Secret Shells. Shell out 20 of 'em at the Seashell Mansion to upgrade your Sword to Level Two. Until then, take BowWow to the mouth of the cave in Goponga Swamp. BowWow, who also eats swamp flowers, will eat your way into Level Two, the Bottle Grotto.

Save BowWow

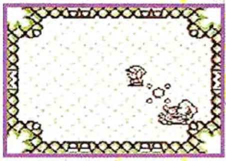
The head Moblin will charge at you, but a quick side-step will dash his plans and have him crashing into the wall. Take advantage of his subsequent dizzy spell and defeat him. Like a good dog, BowWow waits in the next room.



The Moblins came to the village!



Okay boys, let's get ridda him!



7 The Bottle Grotto

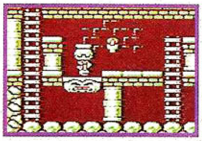
Level Two pits you against a trickier pack of obstacles and villains, including the Genie, Cyclops, and Mimics. But with heroic skills, you'll earn the Power Bracelet and the Conch Horn.

Grotto Summary

Find three of the five Small Keys tucked away in chests. The fourth Key is earned by defeating two Stalfos skeletons. For the fifth, use your Swirling Blade Attack to beat the Mimics while their backs are turned. Earn the Power Bracelet by defeating the Boo Buddies when you spook them with lighted lamps. For the Nightmare Key, defeat the rabbit-like Pols Voice first, then the Bat, and the Stalfos last. Throw a pot at the Pols Voice to beat it. When you defeat the Genie you can add the Conch to your repertoire.

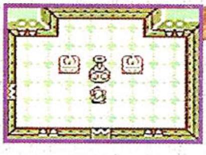
Going Down?

In this side-scrolling passage, you must weigh down the sour-pussed platform to drop down to reach the ladder. Using the Power Bracelet, lug the giant pot onto the platform, and down you go.



The Genie

When the Genie retreats to his protective bottle, destroy the safe haven by heaving it into the wall with your Power Bracelet. With bottle broken, the Genie will be no match for your sword.



8 Ukuku Prairie

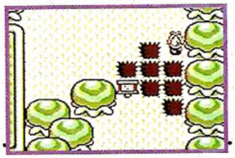
After returning loyal BowWow to his home, guide Link to Ukuku Prairie, Mabe Village's neighbor to the east. It's just a stone's lift away, and fortunately you can pump up your lifting strength with your Power Bracelet.

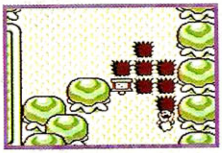
Area Summary

Revitalize Link at the Faerie Springs in the blocked-up cave. Next, search for Secret Shells hidden in the Prairie. Most are under bushes or rocks, but one is buried on the plateau beneath the Owl's feet, and one is buried on the Slime Cave roof in the center of the grass cross. Take exactly five or ten Shells to Seashell Mansion to win a bonus Shell. Then visit Richard's Villa, where you'll be asked for help.

Entering the Maze

Return to the Signpost Maze when you've found the Boots. Paired with Roc's Feather, the Boots will give you enough boost to long-jump over a threesome of deadly pits. Read the first sign after landing and follow its directions. Its winding path will lead you to Mamu the frog. He'll teach you the Frog Song of Soul, which adds life to almost anything, including the bones of a Rooster.





9 Kanalet Castle

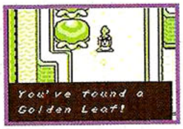
The ousted Richard longs for the Golden Leaves left behind in his former Castle. The drawbridge is up, though, so ask Kiki the monkey to build you a bridge.

Area Summary

Motivate Kiki with Bananas. After he builds the bridge, take the left-over stick. Take it to Tarin, who waits by the Beehive in front of Ukuku's Faerie Springs. Take the Honey. Return the Five Leaves you find at Kanalet to Richard. For your efforts, he'll let you scour his backyard for the Slime Key. Don't be hasty, though—many bushes conceal holes in the ground.

Five Leaves

Some Leaves are hidden and some are won in battle. The Blackbird outside the Castle holds the most elusive Leaf. Throw a rock at it for your fighting chance.



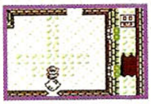
You've found a Golden Leaf!

10 Key Cavern

Link always knows how to make an entrance! To get past the main entry of the Key Cavern, throw a pot at the closed door to force it open. You'll also want to enter with an arsenal of Bombs, for they'll prove very handy in Level Three.

Kaboom!

To reach the Nightmare Key, bomb through the south wall. A keen adventurer will notice that oftentimes the floor tiles will be arranged in a pattern to point out the weak spots in the walls. The arrow points the way.



Cavern Summary

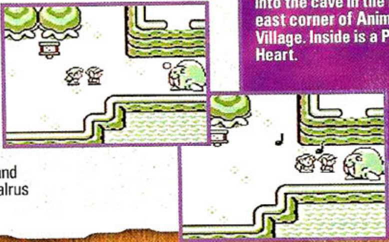
Bomb the Snakes and teleporting Pairodds. Snag the Pegasus Boots—they'll enable you to stampede over enemies and octagonal rocks. Use your Boots to charge into Slime Eyes until its creepy peepers are separated. Then give a few good pokes in each Eye to claim the Bell.

11 Animal Village

Koholint Island isn't all nightmares. Animal Village seems to be straight out of an enchanting dream. The friendly animals here are particularly fond of Marin's singing, so comb the beaches of Toronbo Shores for her.

Walrus

It looks like the Walrus has beached himself, blocking your way. He loves to wake to music, so lead Marin to him. She'll sing the Ballad of the Wind Fish, and Koo-Koo-Kachoo! The Walrus awakes!

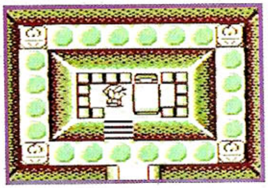


Area Summary

Visit Chef Bear in the house with the well and trade your Honey for his Pineapple. Then persuade Marin to sing for the Walrus. When you have the Hook Shot, bomb into the cave in the north-east corner of Animal Village. Inside is a Piece of Heart.

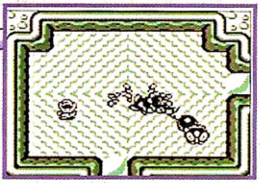
12 Dream Shrine

Next door to the Quadruplets' home in Mabe Village is the Dream Shrine. Remove the stones blocking the door to find a bed inside. Hop in, but keep your Boots on—you'll need them to get the Ocarina. Speedily charge the Mimics who guard it. Then take the Ocarina to Marin and have her teach you to play her song on it.



13 Yarna Desert

With the Walrus back in the water, your pathway to Yarna Desert is now clear. The slithery Lanmola poses the greatest threat here, but swift swordplay directed at its head will win you the heated battle. When you drop into the sand vortex, you'll fall into the cave housing the Angler's Key.



Area Summary

Destroy the Lanmola, then drop into the center of the desert whirlpool. Bomb the northern wall to reveal a secret room. Here you'll find a Piece of Heart and the Angler's Key. Search the southeastern ledge of Yarna, too, to find a Secret Shell under a rock.

14 Tal Tal Heights & Mount Tamaranch

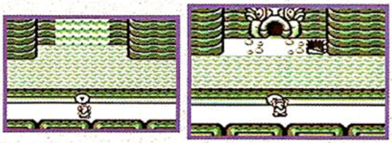
Atop Mount Tamaranch sits the big, mysterious Egg. This will be Link's final stop in his quest. In the meantime, continue the long trading cycle by locating tired Papahl in Tal Tal Heights. He'll offer you his Hibiscus for your Pineapple, setting in motion a long trading journey ultimately earning Link a Fish Hook.

Area Summary

Trade your Pineapple for Papahl's Hibiscus. Give the flower to the Goat in Animal Village, and she'll give you a letter for Mr. Write in the Mysterious Forest. He'll give you a Broom for Grandma Ulrira in Mabe Village, who will give you a Fish Hook. Unlock Angler's Cave and venture above the entrance. Jump down to let yourself in.

Keyhole

Unlock the keyhole to reveal the entry to Angler's Cave. Link's not much of a swimmer yet, so he must reach the entrance by walking west to the cave near Mt. Tamaranch. When you find yourself above the entrance, jump down to enter.



15 Angler's Cave

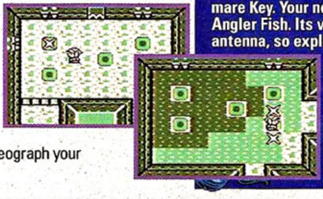
Immersed in the deep troubles of Angler's Cave, you'll think you're getting in over your head. Stay afloat with the Flippers that are just a few battles away. Get through swimmingly, and the Surf Harp is yours.

Cave Summary

After collecting the five Small Keys stored throughout Angler's Cave, defeat the Cue Ball by attacking its backside. Two rooms later you'll find Flippers. Now that you've earned your fins, swim to the room of glimmering tiles, where stairs lead to the Nightmare Key. Your new Nightmare is the Angler Fish. Its weak spot is its antenna, so exploit it by jabbing it with your Sword. When the Fish is fried, slosh on over to dry land to claim the Harp.

The Tiles

Stairs appear in this flooded room if you step on the floating tiles in the right order. In the room's drier counterpart, you'll find guidance. Its five tiles will consecutively glimmer once. Use that order to choreograph your steps for the other room.



16 Martha's Bay

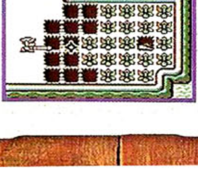
As you emerge from the depths of Angler's Cave, a Ghost will take to haunting you. Take him to his old house in Martha's Bay, just south of Richard's Villa, then lay him to rest in his lone grave west of the Cemetery. Return to the Bay and test the waters by diving under the wooden bridge. Below you'll find the Fisherman.

Area Summary

Take the Ghost to his destinations, then trade the Fisherman your Hook for his Necklace. Give the Necklace to the Mermaid to get a Scale for the Mermaid Statue. At the Statue, find the Magnifying Glass. Hike to the cave on Toronbo Shores and bomb your way in. Use the Glass to see Goriya, who'll trade a Boomerang for a Shovel.

The Mad Batter

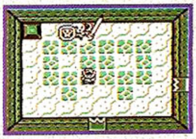
Toss your Boomerang at this patch of bushes to mow a path to the steps. With your Feather and Boots, leap the holes and descend the stairs. When you emerge, you'll spy a set of stairs leading to a second Mad Batter.



17 Catfish Maw

If you're waiting for the barrier surrounding Catfish's Maw to open, don't hold your breath. Actually, do hold your breath and dive under the reef. A deep-sea tunnel will lead you inside the barrier.

Master Stalfos



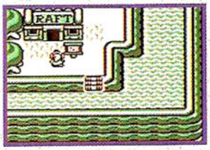
This Stalfos skeleton doesn't have much backbone. The pile of bones will collapse with every hit of Link's Sword, and when he's almost beaten, he'll flee to fight you another time. So be quick! Drop a bomb onto his collapsed remains before he recovers.

Maw Summary

Enter with Bow and Arrows to pierce the Spiders' eyes. Fight Master Stalfos four times in four different rooms. A fourth-round victory wins you the Hook Shot, enabling you to tow objects back to you or to traverse past adversity. The Hook Shot's also the perfect foil against Iron Masks, though bombs and rear attacks work, too. Hook the Eel who has the visible heart and pull him from his hole. Destroy the Eel with your Sword to win the Marimba.

18 The Rapids

Travel to the Raft Shop for a white water bonus round. As you ride the rapids on a rented Raft, Roc's Feather will give you a boost. Jump up to grab passing supplies of Bombs, Hearts, Arrows, and Powder.



19 Face Key

Due north of Animal Village is the South Shrine. With Feather and Bow, battle the Knight for the Key. Be sure to hop up when the Knight stomps the ground, or else Link will absorb the damaging quakes.

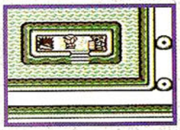
So. Shrine Summary

Manuever past the Statues by pushing them with your Shield, then fire Arrows at the Knight for the Face Key. In the next room, light the lamps to reveal a message.

20 Face Shrine

The prize here is the Coral Triangle, but Link must cleverly coordinate each move to get to it. The Face Shrine features numerous Crystal Switches, each raising or lowering various blockades.

Getting In



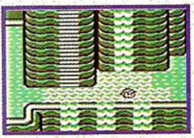
A Statue blocks the way to the Shrine, but a touch from Link gives it life. Awaken the left one and lead it to the water. It'll make a splash, and you can make your entrance.

Face Shrine Summary

Hit the Smasher with his ball and use Bombs against the Wizzrobes. Pick up the Horse Statues and throw them so both are standing, then bomb the Facade. In the end, you'll have a new, more powerful Power Bracelet and the Triangle.

21 East Tal Tal

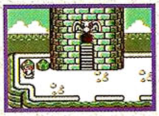
The end of Signpost Maze leads to Mamu the frog. Play his song to the remains hidden under the Mabe Village weather vane. The song will resurrect the Rooster, and he'll fly you over the mountains.



Area Summary

Dive into the fish cave at the foot of East Tal Tal. Swim in and have Manbo teach you his song. Unlock Eagle's Tower with the Bird Key and use the Orb inside to topple the four pillars. Armed with Shield and Hook Shot, ground the Eagle and take the Organ.

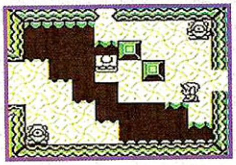
Bird Key



Before you had your wings, some peaks were impassable. The Bird Key's perched in a cave behind such heights, so it'll take the Rooster to rise to the occasion. Grab him with your Bracelet, and pilot him to your destination.

22 Turtle Rock

To enter the mountain, play the Frog Song to awaken the Turtle. Inside, you'll discover many of the floors have holes. Fill in all the gaps with the flashing tile maker to win a Key.

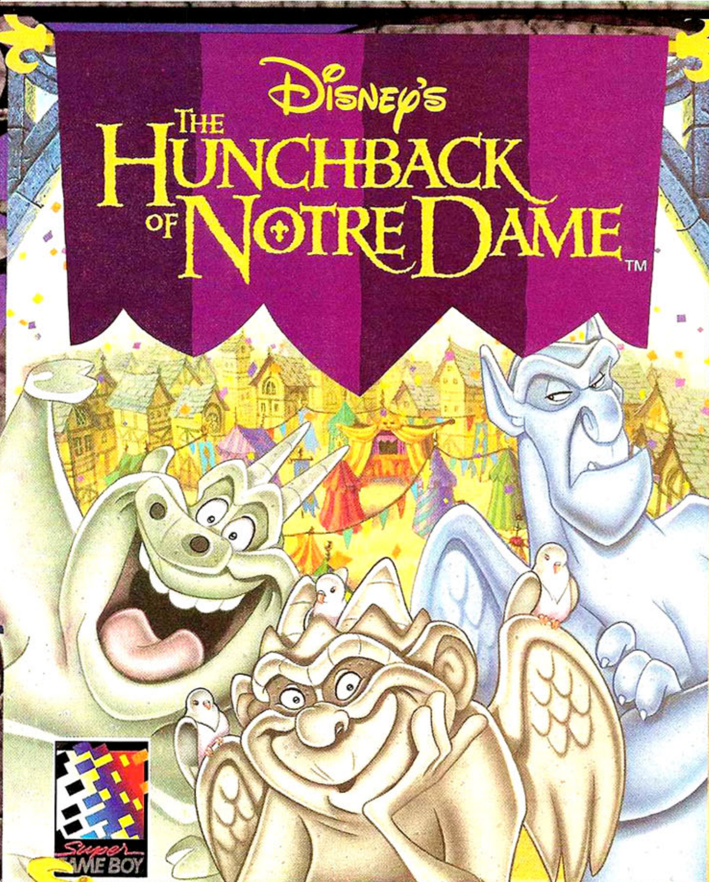


Rock Summary

Collect the Keys, one by firing an Arrow into the Cyclops Statue's eye. Knock out boxing Blaino with your Swinging Blade Attack and win the Magic Rod. Use it against Hot Head and leave the heated battle with the Drum.

Waking the Fish

In the Mabe Library, reread the books for the directions through the Egg's maze, then play Marin's song to enter the Egg. Jump into the dark pit at the end of the maze, and upon landing you'll confront, one-by-one, the Shadows of Link's past. Use Powder to stop the Gel. Deflect Shadow Agahnim's fireballs with your Sword. Stab your next contender, the Moldorm, in its tail. Sporting your Boots, charge Ganon's Shadow, then fire your Magic Rod to take out the Lanmola. Your final threat, the Shadow Dethl, will end with a Boomerang to his eye. Then play Marin's lullaby as a wake-up call for the Wind Fish. It's with his awakening that your dreams may be answered.


Disney's
The Hunchback of Notre Dame™
Super Game Boy

Get set for a trip to France's glorious past in Disney's Hunchback of Notre Dame, a Pak that gives Super Game Boy fans five new games to play. From bowling goats to popping balloons, beginning players are in for a festival of fun!

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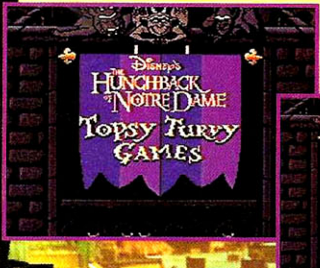
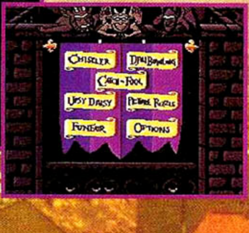
FIVE TIMES THE FUN!

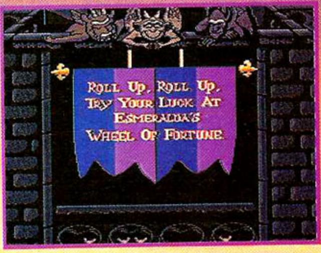
Step right up and take a ticket to the Hunchback of Notre Dame: Topsy Turvy Games, a one-player Super Game Boy Pak that not only features all of your favorite friends from the Disney film, but also provides great new twists on some classic games from the past! While all five of the games are clever and fun, they're also easy enough to give younger kids a great playing experience. And as a real boon to all players, the Hunchback of Notre Dame's developers have added a series of challenges called Funfair for players who have achieved certain scores in any of the other games. The extra challenges give an added dimension of fun to your play and a lot of life to the game!


Disney's
The Hunchback of Notre Dame
Topsy Turvy Games


Chiseler
Djali Bowling
Catch-Fool
Upsy Daisy
Picture Puzzle
Funfair
Options

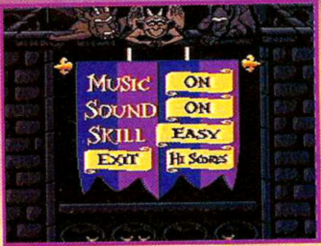
OPTIONS & FUNFAIR

Before you pick one of the five games to play, head to the options screen to tailor the games to your liking. When it comes to picking a game, remember that you can go to the Funfair only if you get lucky at Chiseler or you've earned a password in one of the other games. At the Funfair, you'll be given a challenge to achieve a certain score or objective in one of the five games. If you complete the challenge, you can truly call yourself a champ.



Roll Up, Roll Up,
Try Your Luck At
Esmeralda's
Wheel Of Fortune

Funfair's Wheel of Fortune will select one of the five games and give you a tough challenge to attempt, like achieving a certain score.

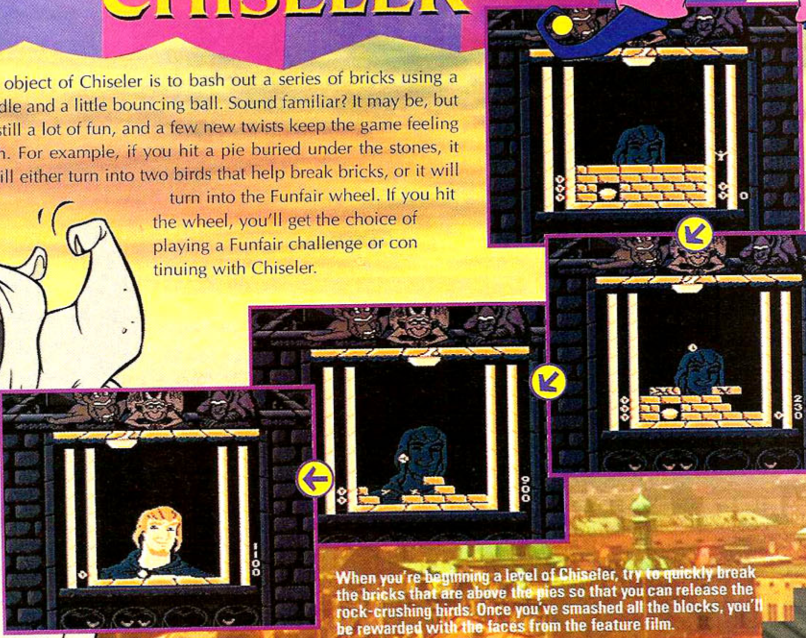


Music On
Sound On
Skill Easy
Exit
Hi Scores

The differences between the skill levels are more subtle than in some games, so don't be afraid to switch to a more difficult setting.

CHISELER

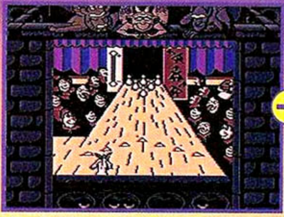
The object of Chiseler is to bash out a series of bricks using a paddle and a little bouncing ball. Sound familiar? It may be, but it's still a lot of fun, and a few new twists keep the game feeling fresh. For example, if you hit a pie buried under the stones, it will either turn into two birds that help break bricks, or it will turn into the Funfair wheel. If you hit the wheel, you'll get the choice of playing a Funfair challenge or continuing with Chiseler.



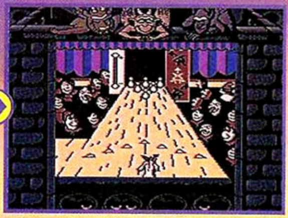
When you're beginning a level of Chiseler, try to quickly break the bricks that are above the pies so that you can release the rock-crushing birds. Once you've smashed all the blocks, you'll be rewarded with the faces from the feature film.

DJALI BOWLING

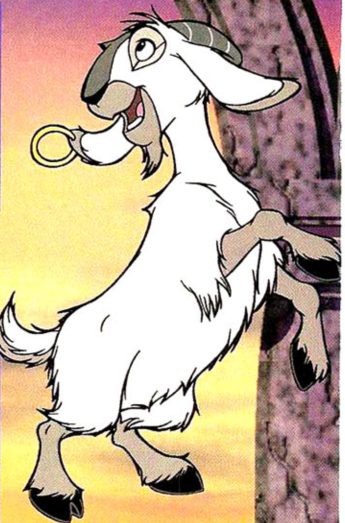
This is a game of six-pin bowling with a really silly twist: Your ball is a billy goat! As the bowler, you'll control where the ball is thrown from, the amount of spin you want the ball to have, and the strength of your shot. Don't worry if you throw a few gutter goats at first—you have ten frames to play in every game, plus a couple more if you make a strike on the last frame!

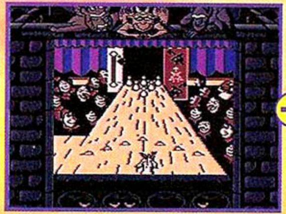


Want to score a strike every time? The first thing you'll need to do is line up your goat a little off the center arrow. If you roll him dead center, you'll end up with a tough split.

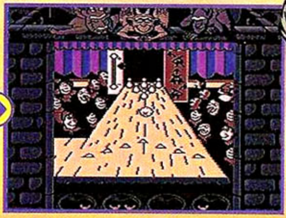


Now you must decide how much spin you want your goat to have. Take a pass on the left and right spin options and choose the middle option instead. Now your goat will roll straight.

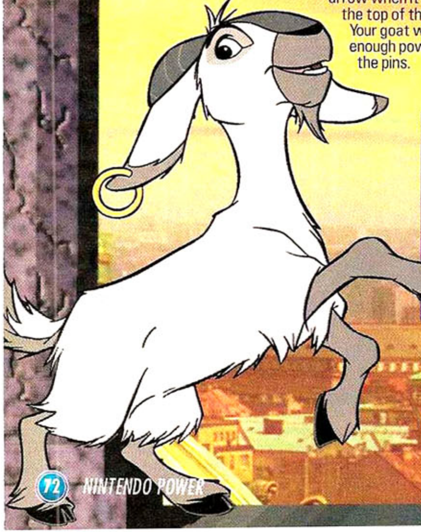


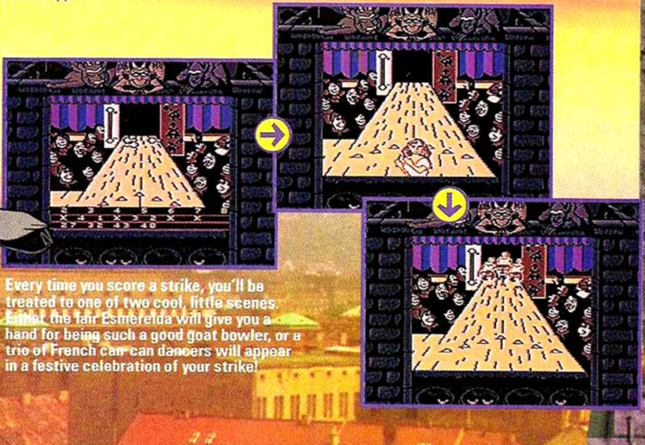


Turn your attention to the power meter to the left of the lane and stop the little arrow when it gets near the top of the gauge. Your goat will now have enough power to topple the pins.



Let er rip—you're sure to score a strike! For a higher degree of difficulty, set the skill level to hard on the options screen to make the power meter's arrow move faster.

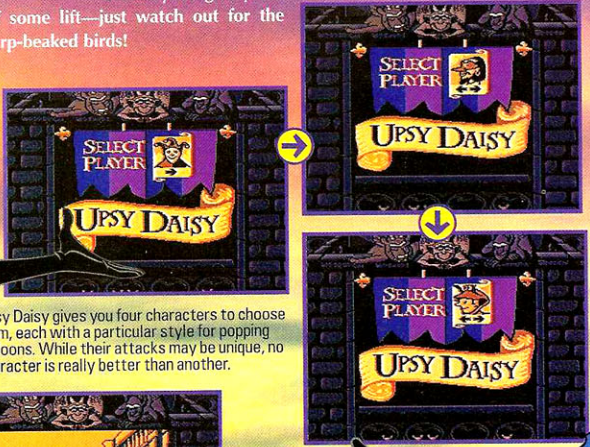




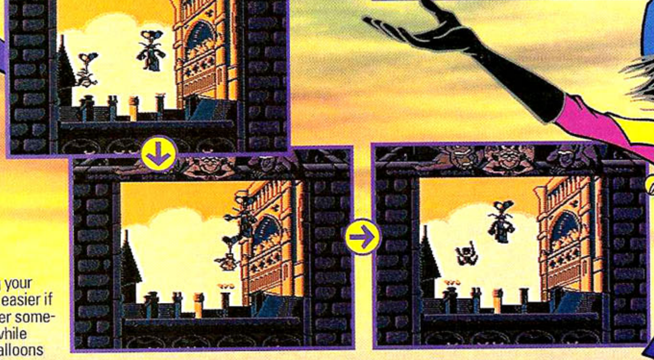
Every time you score a strike, you'll be treated to one of two cool, little scenes. Either the fair Esmerelda will give you a hand for being such a good goat bowler, or a trio of French can-can dancers will appear in a festive celebration of your strike!

UPSY DAISY

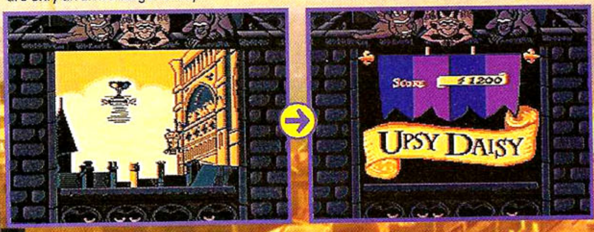
The point of this game is to pop all of your opponent's balloons while hovering over the rooftops of Paris. In this best-of-three tournament, you'll have a special attack move to puncture balloons and a whirling defense move to push your opponent away. To stay high in the sky, simply aim for the smoke-bellowing chimneys to give yourself some lift—just watch out for the sharp-beaked birds!



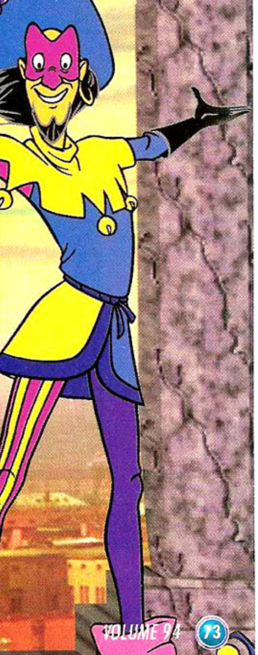
Upsy Daisy gives you four characters to choose from, each with a particular style for popping balloons. While their attacks may be unique, no character is really better than another.



You'll find that popping your opponent's balloons is easier if you keep your character somewhere over his head, while making sure that his balloons are only an arm's length away.

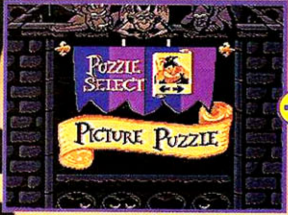


Once you've won two out of three matches, you'll be given your score and the chance to take on another challenger. If you can keep coming out a champion, your score will skyrocket!

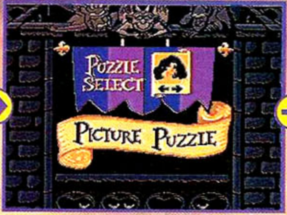


PICTURE PUZZLE

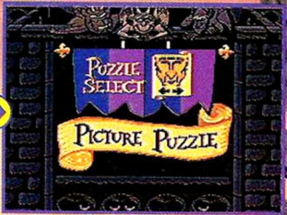
Like the name implies, this game is about pushing eight pieces of a puzzle around the screen until you complete a picture. You have eight challenging puzzles to choose from, each featuring a character from the film. The thing that makes this game especially tricky is that you'll be racing against the clock to complete the puzzles. While no one strategy is key to putting these pictures together, it does help to arrange the pieces one row at a time. If you can get the top or bottom row completed, the rest of the pieces may begin to fall into place.



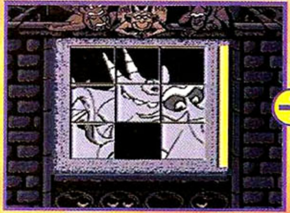
When you start this game, it's best to scroll through all eight puzzle pictures before you pick one to play.



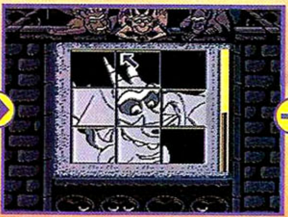
While all the puzzles have the same number of pieces, some of the pictures are a bit more difficult to complete.



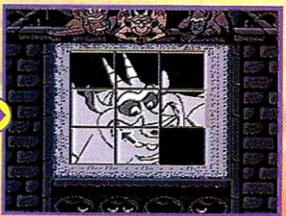
If you're a beginner at this game, try picking a simple, less-detailed picture like the one that's shown above.



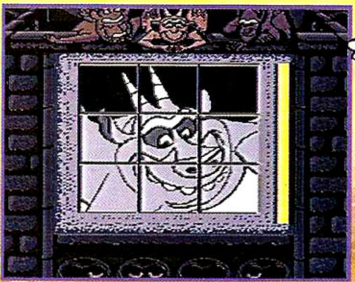
When the puzzle you've chosen appears, press and hold the A Button to carefully examine the completed picture.



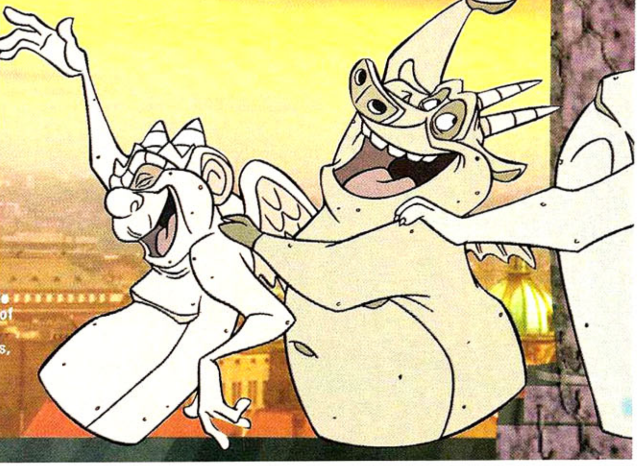
While keeping a close eye on the timer, you may find that it helps to complete the top row of the puzzle first.



If time runs out before you've completed the entire puzzle, the computer will automatically finish it for you.

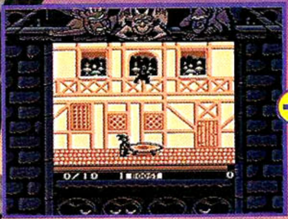


Once you have, or the computer has, put all the puzzle pieces in their proper places, the last missing piece of the picture will magically appear. And if you're fast enough to finish any of the puzzles within 20 seconds, you'll win a free ticket to the Funfair!

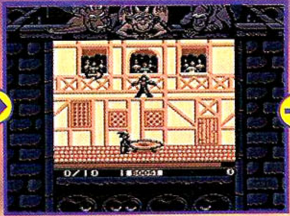


CATCH THE FOOL

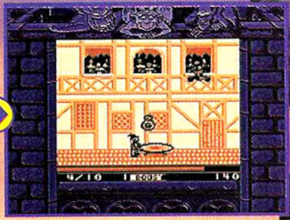
The aim of this game is to bounce falling fools back into the windows that they fell from within the allotted time. A meter on the bottom of the screen lets you know how many fools you've saved and the how many more you still need to bounce before you've finished the stage. As the game progresses, the number of fools you need to save increases, and they start falling faster and faster!


0/10 1 BOOST 0

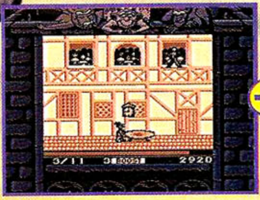
The falling fools will bounce anywhere from one to three times before they'll bounce back through the windows.


0/10 1 BOOST 0

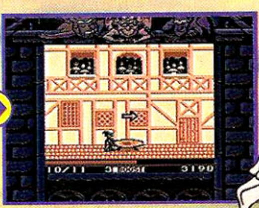
Fools can drop out of any of the three windows, so you'll have to move fast! Make sure you're using your boost!


4/10 1 BOOST 140

If you're greedy enough to grab the falling bags of fool's gold, you'll be stuck in place for a few seconds.

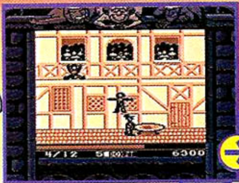

3/11 3 BOOST 2920

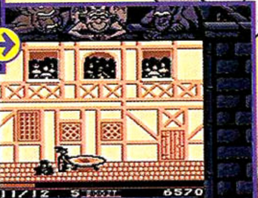
Catching the clocks will add precious seconds to the timer. It's much better to let a fool drop than miss a falling clock.

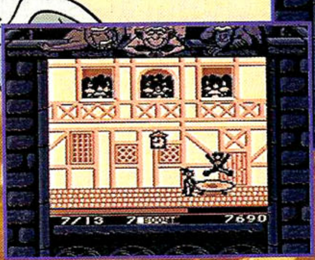

10/11 3 BOOST 3190

These falling arrows will help replenish your booster. They're useful, but they're not essential to getting a really high score in the game.

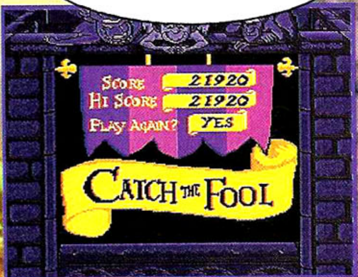
BEAT YOUR HIGH SCORES


4/12 5 BOOST 6300


11/12 5 BOOST 6570


7/13 7 BOOST 7690

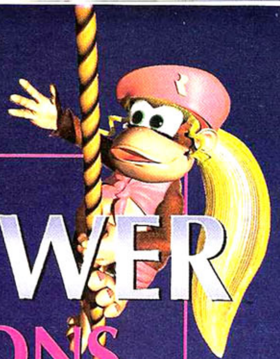
As the game progresses, the fools will fall faster and faster. But don't worry if you miss a few fools, just keep catching those clocks!


SCORE 21920

HI SCORE 21920

PLAY AGAIN? YES

CATCH THE FOOL



1996

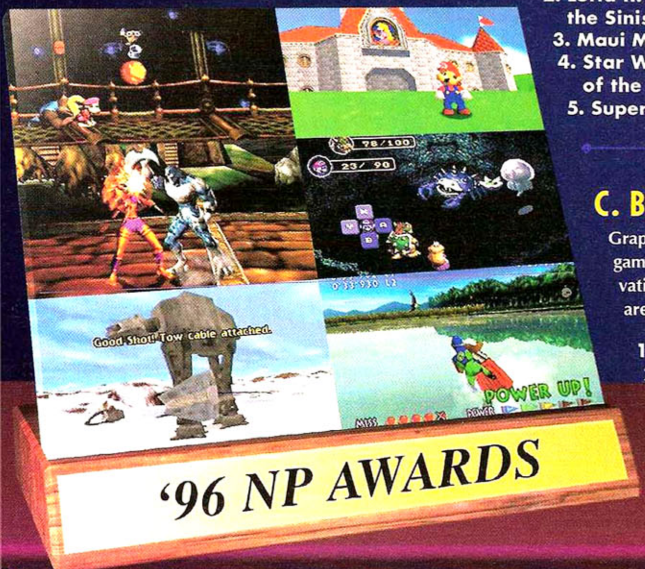
NINTENDO POWER AWARD NOMINATIONS

Rock the video game vote! It's that time of year again, when you, the player, pick the games of 1996. Browse the lists of the best and the worst, then mark your favorite choices on your Player's Poll Card and send it in. We'll tabulate all the votes and announce the winners in a future issue. Your ballot automatically enters you in the contest and makes you eligible to win games and Super Power Stamps!

A. BEST SOUNDTRACK

Nothing beats a game that has great music to put you in the groove and accentuate your playing mood. From funky sampling to synthesized orchestras, this year's nominees represent the cutting edge of development in game soundtrack composition.

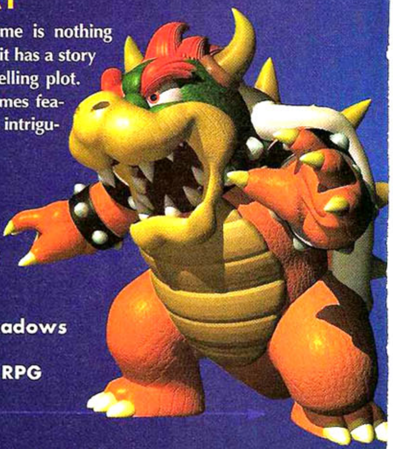
1. **DKC 3: Dixie Kong's Double Trouble**
2. **KI Gold**
3. **PilotWings 64**
4. **Star Wars: Shadows of the Empire**
5. **Super Mario RPG**
6. **Wave Race 64**



B. BEST STORY

A pounding action game is nothing but flashy mush unless it has a story line driven by a compelling plot. Outlined below are games featuring some of the most intriguing stories of 1996.

1. **DKC 3: Dixie Kong's Double Trouble**
2. **Lufia II: Rise of the Sinistrals**
3. **Maui Mallard**
4. **Star Wars: Shadows of the Empire**
5. **Super Mario RPG**

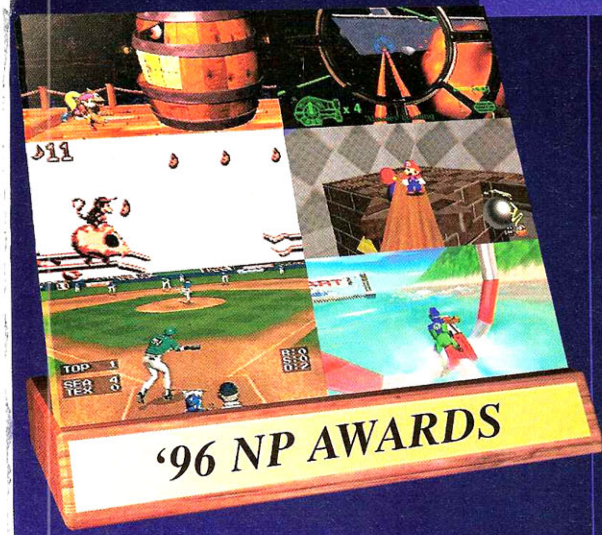


C. BEST GRAPHICS

Graphics are the first and most lasting impression a game makes on a player. Despite the technical innovations of the N64, two of the six nominees this year are outstanding 16-bit titles.

1. **DKC 3: Dixie Kong's Double Trouble**
2. **KI Gold**
3. **Star Wars: Shadows of the Empire**
4. **Super Mario 64**
5. **Super Mario RPG**
6. **Wave Race 64**

Vote today—fill out your Player's Poll Card insert on page 82!



D. BEST CHALLENGE

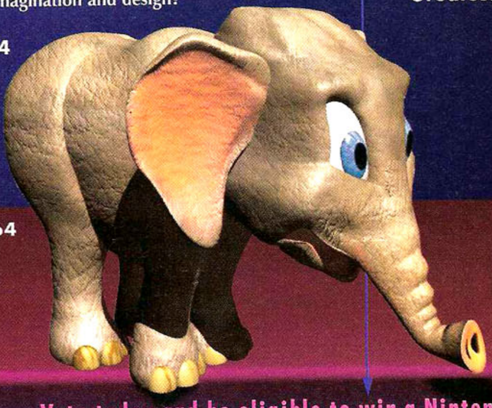
There's a fine line between games that offer a solid physical or mental challenge and games that infuriate players with poor design or shoddy play control. The following nominees are outstanding examples of challenge balanced with gamer-friendly features.

1. **DKC 3: Dixie Kong's Double Trouble**
2. **DKL 2: Diddy's Kong Quest**
3. **Ken Griffey Jr.'s Winning Run**
4. **Star Wars: Shadows of the Empire**
5. **Super Mario 64**
6. **Wave Race 64**

E. MOST INNOVATIVE GAME

Video game fans are constantly searching for new angles on their favorite pastime. Which of the following nominees made the biggest leap in imagination and design?

1. **PilotWings 64**
2. **Sim City 2000**
3. **Star Wars: Shadows of the Empire**
4. **Super Mario 64**
5. **Wave Race 64**



F. BEST ENDING

Do you like to live happily ever after or do you yearn for a sequel teaser? Do you prefer to ride off into the sunset or stay and remain a crowd pleaser? Cast your vote for the best game ending of the year.

1. **DKC 3: Dixie Kong's Double Trouble**
2. **Lufia 2: Rise of the Sinistrals**
3. **Super Mario 64**
4. **Super Mario RPG**
5. **Star Wars: Shadows of the Empire**

G. MOST GAME PLAY VARIETY

If you were locked away in a windowless room for a year and could take only one game with you, which title would give you the most variety?

1. **Kirby's Super Star Deluxe**
2. **PilotWings 64**
3. **Star Wars: Shadows of the Empire**
4. **Super Mario 64**
5. **Super Mario RPG**
6. **Williams Arcade's Greatest Hits**

Vote today and be eligible to win a Nintendo 64 and games!

H. BEST SPORTS GAME

Which sports title made your play of the day in 1996? This year's list of nominees is well-rounded with a sports title to represent every season.

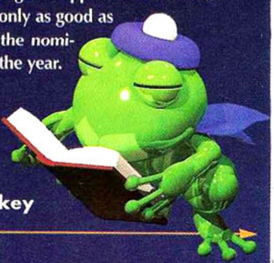
1. **Ken Griffey Jr.'s Winning Run**
2. **Madden '97**
3. **NBA Hangtime**
4. **Wave Race 64**
5. **Wayne Gretzky's 3-D Hockey**

I. BEST PLAY CONTROL

When you play a game, you don't think about "A Button, B Button, Up" unless you're entering a code. Games with great play control make controller manipulation second nature, so you're thinking about the fun, not the buttons.

1. **DKC 3: Dixie Kong's Double Trouble**
2. **KI Gold**
3. **PilotWings 64**
4. **Super Mario 64**
5. **Wave Race 64**
6. **Wayne Gretzky's 3-D Hockey**

J. BEST MULTI-PLAYER GAME



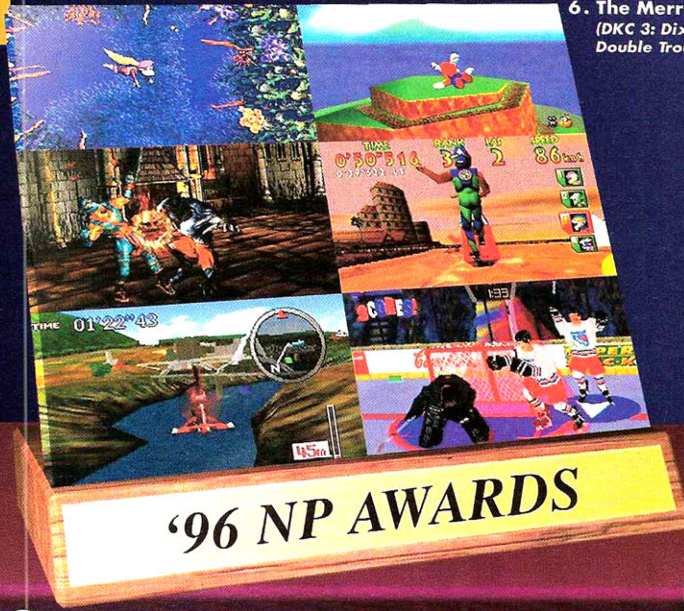
Many players agree that the best video game opponent is a human opponent, but multi-player games are only as good as the game interface. Listed below are the nominees for the best multi-player game of the year.

1. **KI Gold**
2. **NBA Hangtime**
3. **Tetris Attack**
4. **Wave Race 64**
5. **Wayne Gretzky's 3-D Hockey**

K. BEST CODE

Codes can either make a great game better or vaporize everything that makes a title challenging. This year's list of nominees features many codes that enhance game play and extend the titles' replay value.

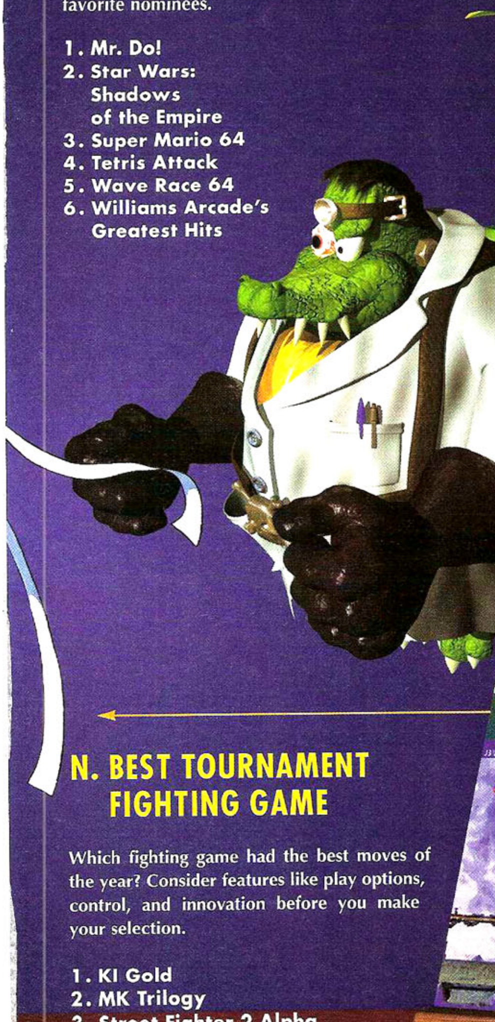
1. **Alter Abilities** ***(Ken Griffey Jr.'s Winning Run)***
2. **Change Body Proportions** ***(Wayne Gretzky's 3-D Hockey)***
3. **Cheap Juggles Code** ***(KI Gold)***
4. **Gargos Code** ***(KI Gold)***
5. **Classic Teams Code** ***(Madden '97)***
6. **The Merry Code** ***(DKC 3: Dixie Kong's Double Trouble)***



L. THE EASIEST TO LEARN, TOUGHEST TO MASTER AWARD

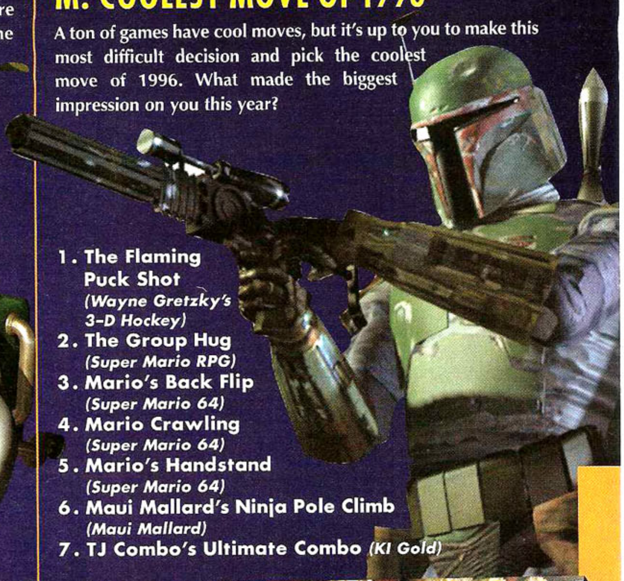
Does anyone read the instruction manual before plugging in a new game? Gamers consistently demand great games that are easy to learn but difficult to master. Listed below are some favorite nominees.

1. **Mr. Do!**
2. **Star Wars: Shadows of the Empire**
3. **Super Mario 64**
4. **Tetris Attack**
5. **Wave Race 64**
6. **Williams Arcade's Greatest Hits**



M. COOLEST MOVE OF 1996

A ton of games have cool moves, but it's up to you to make this most difficult decision and pick the coolest move of 1996. What made the biggest impression on you this year?

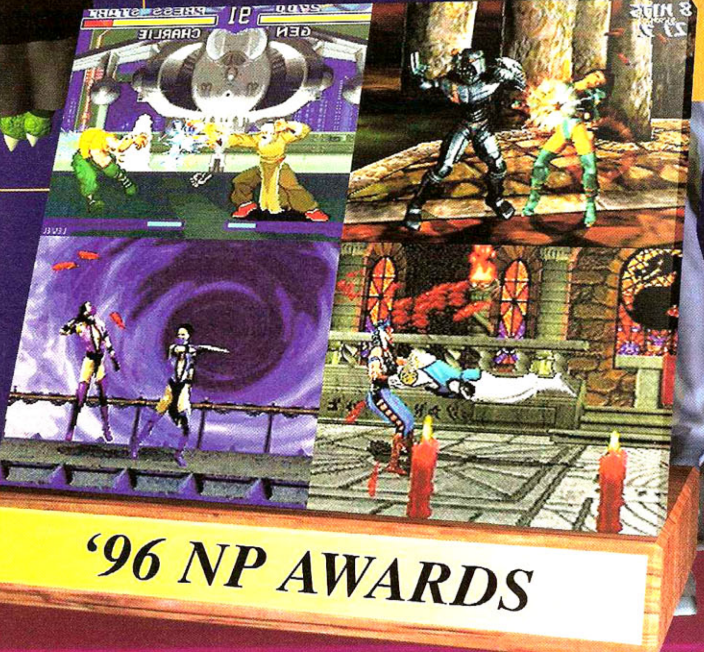


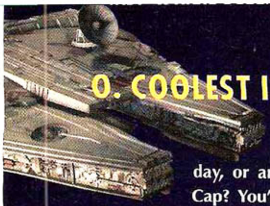
1. **The Flaming Puck Shot** *(Wayne Gretzky's 3-D Hockey)*
2. **The Group Hug** *(Super Mario RPG)*
3. **Mario's Back Flip** *(Super Mario 64)*
4. **Mario Crawling** *(Super Mario 64)*
5. **Mario's Handstand** *(Super Mario 64)*
6. **Maui Mallard's Ninja Pole Climb** *(Maui Mallard)*
7. **TJ Combo's Ultimate Combo** *(KI Gold)*

N. BEST TOURNAMENT FIGHTING GAME

Which fighting game had the best moves of the year? Consider features like play options, control, and innovation before you make your selection.

1. **KI Gold**
2. **MK Trilogy**
3. **Street Fighter 2 Alpha**
4. **Ultimate Mortal Kombat 3**





O. COOLEST ITEM OF 1996

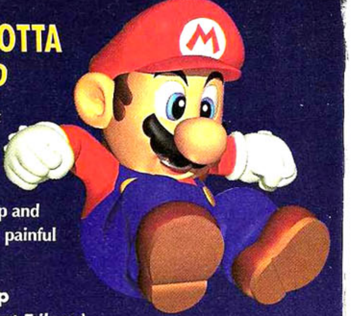
What's the coolest tool of the year? Do the Seeker Missiles make your day, or are you solidly in favor of the Metal Cap? You'll never know if Frying Pan fanatics are cooking up a landslide until all the votes are counted.

1. **The Frying Pan** ***(Super Mario RPG)***
2. **The Leebo Scanner** ***(Star Wars: Shadows of the Empire)***
3. **Mario's Vanish Cap** ***(Super Mario 64)***
4. **Mario's Metal Cap** ***(Super Mario 64)***
5. **Mario's Wing Cap** ***(Super Mario 64)***
6. **Seeker Missiles** ***(Star Wars: Shadows of the Empire)***

Q. BEST MODE OF TRANSPORTATION

If you could have one ride to get into town, what would it be? The fact that none of this year's nominees has a set of wheels is proof that today's video gamers are anything but conventional.

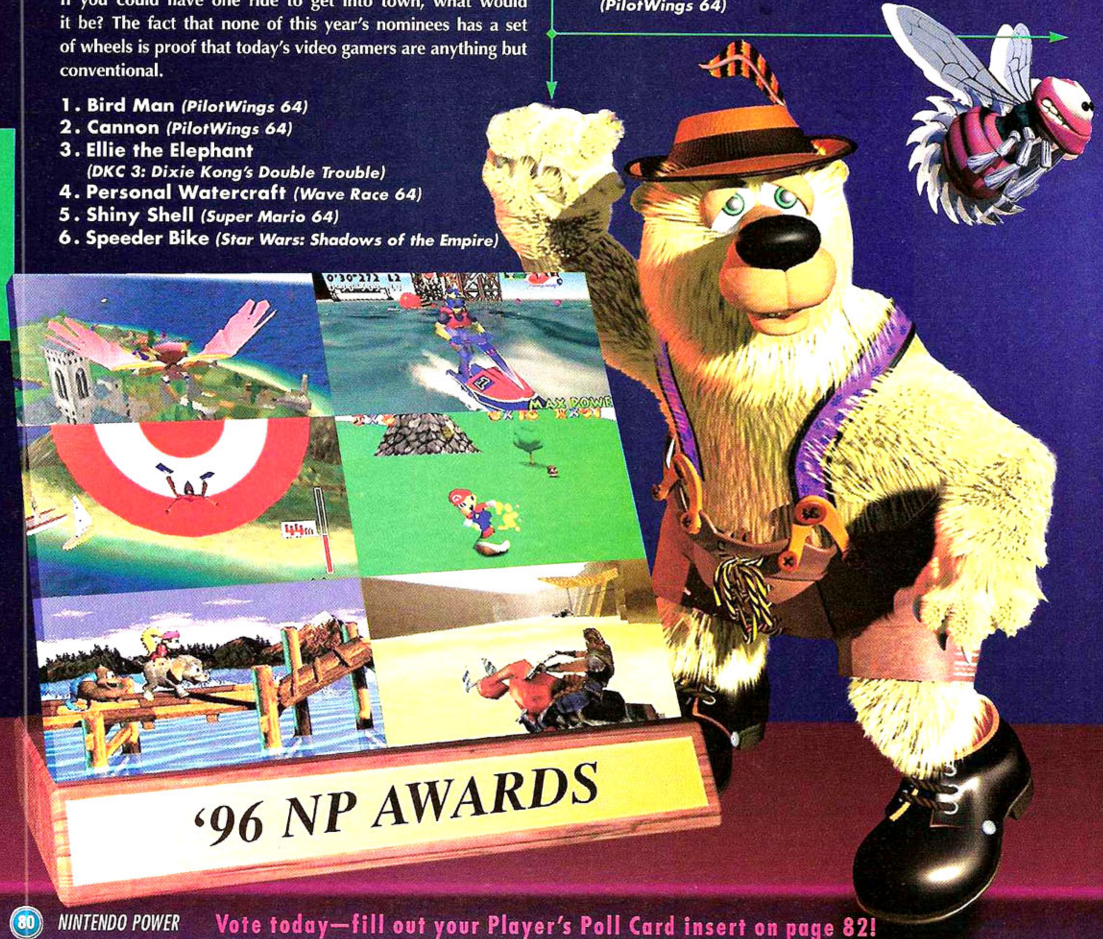
1. **Bird Man** ***(PilotWings 64)***
2. **Cannon** ***(PilotWings 64)***
3. **Ellie the Elephant** ***(DKC 3: Dixie Kong's Double Trouble)***
4. **Personal Watercraft** ***(Wave Race 64)***
5. **Shiny Shell** ***(Super Mario 64)***
6. **Speeder Bike** ***(Star Wars: Shadows of the Empire)***



P. THE "THAT'S GOTTA HURT" AWARD

It might be just for fun, but occasionally you see something in a game that just makes you wince and suck in your gut. Peruse this lineup and make your pick of the most painful predicaments in 1996.

1. **Baraka's Lift-em-up Fatality** ***(Mortal Kombat Trilogy)***
2. **Checking Opponents into the Boards** ***(Wayne Gretzky's 3-D Hockey)***
3. **Falling Off the Cliffs** ***(Star Wars: Shadows of the Empire)***
4. **Maya's Elephant Drop** ***(KI Gold)***
5. **Missing with the Cannon** ***(PilotWings 64)***



Vote today—fill out your Player's Poll Card insert on page 82!

R. BEST HERO/HEROINE

Who is your favorite hero or heroine of the year? For the first time in the history of the Nintendo Power Awards, Bowser, from Super Mario RPG, was nominated for Best Hero. But how will the Koopa King fare against Mario?

1. **Bowser** *(Super Mario RPG)*
2. **Dash Rendar** *(Star Wars: Shadows of the Empire)*
3. **Dixie Kong** *(DKC 3: Dixie Kong's Double Trouble)*
4. **Kiddy Kong** *(DKC 3: Dixie Kong's Double Trouble)*
5. **Kirby** *(Kirby's Super Star)*
6. **Mario** *(Super Mario 64)*

S. WORST VILLAIN

Lots of villains are big and tall, but who's the very worst of all? Pick the bad boy you love to hate the most.

1. **Boba Fett** *(Star Wars: Shadows of the Empire)*
2. **Bowser** *(Super Mario 64)*
3. **Gargos** *(KI Gold)*
4. **K. Roolenstein** *(DKC 3: Dixie Kong's Double Trouble)*
5. **Smithy** *(Super Mario RPG)*

T. BEST GOODIE

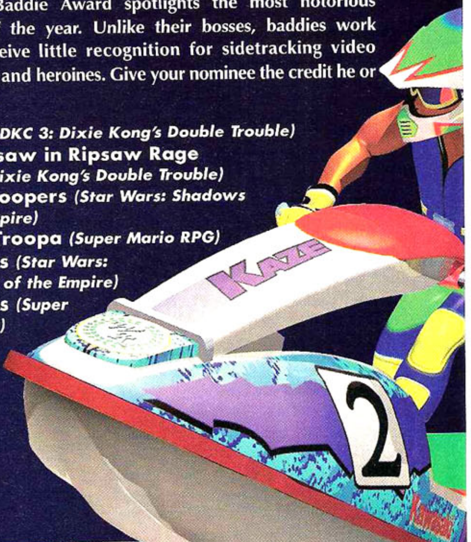
Squitter the Spider won this category last year for his supporting role in DKC 2, but now he's up against a large line up of heavy competition. Look over the list of goodie picks and cast your vote for best sidekick.

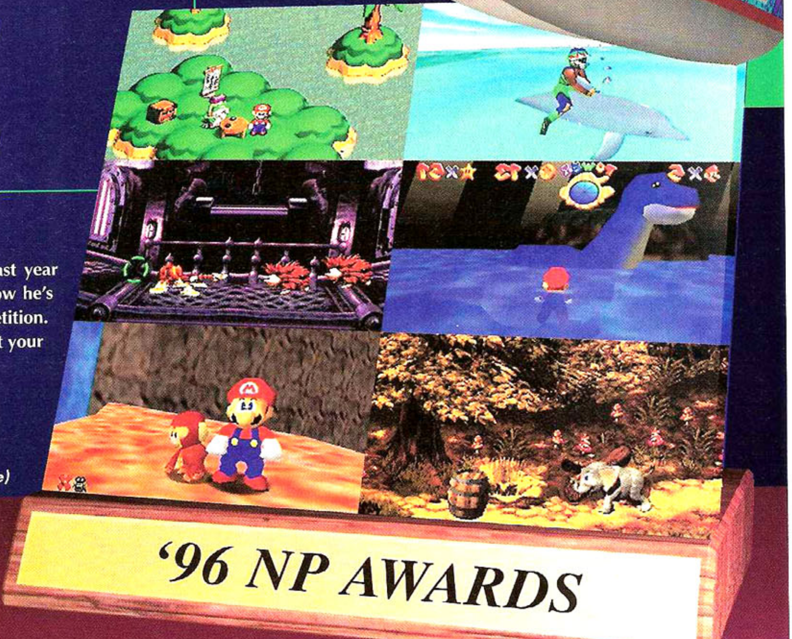
1. **Dolphin** *(Wave Race 64)*
2. **Dorrie** *(Super Mario 64)*
3. **Ellie the Elephant** *(DKC 3: Dixie Kong's Double Trouble)*
4. **Frogfucious** *(Super Mario RPG)*
5. **Squitter the Spider** *(DKC 3: Dixie Kong's Double Trouble)*
6. **Ukiki the Monkey** *(Super Mario 64)*

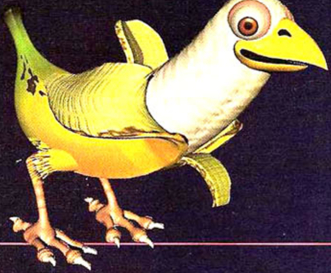
U. WORST BADDIE

The Worst Baddie Award spotlights the most notorious henchmen of the year. Unlike their bosses, baddies work hard and receive little recognition for sidetracking video game heroes and heroines. Give your nominee the credit he or she deserves.

1. **Nibbla** *(DKC 3: Dixie Kong's Double Trouble)*
2. **The Ripsaw in Ripsaw Rage** *(DKC 3: Dixie Kong's Double Trouble)*
3. **Stormtroopers** *(Star Wars: Shadows of the Empire)*
4. **Tub-O-Troopa** *(Super Mario RPG)*
5. **Wampas** *(Star Wars: Shadows of the Empire)*
6. **Whomps** *(Super Mario 64)*







V. FUNNIEST GAME OF 1996

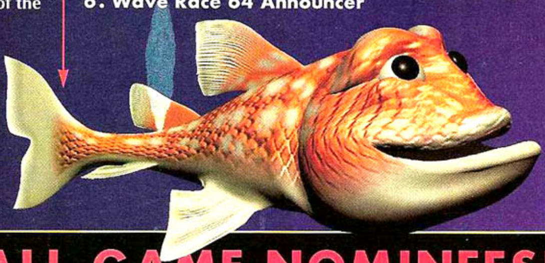
Did a game make you chuckle or burst out laughing last year? If it didn't, you probably need to check out one of the following nominees.

1. **Maui Mallard**
2. **Power Piggs of the Dark Age**
3. **Prehistorik Man**
4. **Sinistar from Williams Arcade's Greatest Hits**
5. **Super Mario RPG**

W. THE "MORE ANNOYING THAN THE MACARENA" AWARD

Like chanting to a batter in a softball game, some annoying features are there just to bug or distract you. Listed below are the nominees most likely to get under your skin.

1. **The Backseat Driver in Cruis'n USA**
2. **"Butter Fingers" shout in Ken Griffey Jr.'s Winning Run**
3. **Crying Baby Penguin** ***(Super Mario 64)***
4. **Accidentally Falling off the Cliffs** ***(Star Wars: Shadows of the Empire)***
5. **Tetris Attack voices**
6. **Wave Race 64 Announcer**

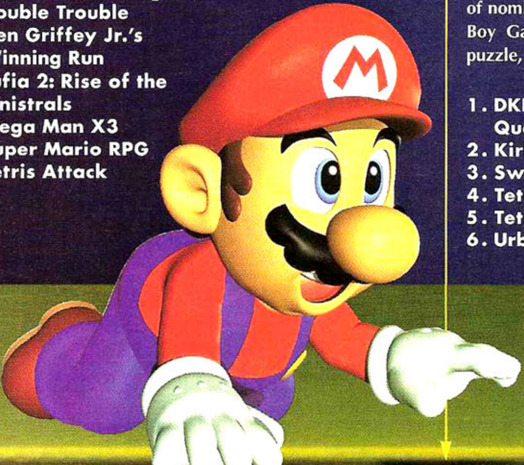


'96 BEST OVERALL GAME NOMINEES!!!

X. BEST Super NES GAME

Super NES developers blew away skeptics and produced outstanding 16-bit games in 1996. Make your pick of the six top nominees for Best Super NES Game of the Year.

1. **DKC 3: Dixie Kong's Double Trouble**
2. **Ken Griffey Jr.'s Winning Run**
3. **Lufia 2: Rise of the Sinistrals**
4. **Mega Man X3**
5. **Super Mario RPG**
6. **Tetris Attack**



Y. BEST Game Boy GAME

Seven years after its release, the Game Boy continues to sell well and dominate the portable video game market. This year's eclectic list of nominees for Best Game Boy Game are a medley of puzzle, action and RPG games.

1. **DKL 2: Diddy's Kong Quest**
2. **Kirby's Blockball**
3. **Sword of Hope II**
4. **Tetris Attack**
5. **Tetris Blast**
6. **Urban Strike**

GRAND PRIZE:

1 Winner

A NINTENDO 64 SYSTEM
FOUR NINTENDO 64 CONTROLLERS
A SAMSUNG GXE1395 PERSONAL VIDEO GAME TV WITH HYPER AMPLIFIED SOUND AND GRAPHICS
TEN N64 GAMES

SECOND PRIZE:

25 Winners

THE BEST GAME OF 1996 IN THE CATEGORY OF YOUR CHOICE

THIRD PRIZE:

50 Winners

A NINTENDO POWER T-SHIRT AND 5 SUPER POWER STAMPS

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 94, your picks for each category and the answer to the Player's Poll trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOLUME 94
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than April 1, 1997. We are not responsible for illegible or incomplete entries, or lost or misdirected mail. On or about April 15, 1997, winners will be drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on the behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 76:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. Actual games awarded is subject to availability. To receive a list of winners, which will be available after April 30, 1997, send your request to the address above. GRAND PRIZE: The Grand Prize Winner will receive a Nintendo 64 system, four N64 game controllers, a Samsung GXE1395 Personal Video Game TV and ten N64 games. The winner must provide a written release to NOA. Estimated total value of all prizes is $3,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies, or their immediate families. This contest is subject to all federal, state and local laws and regulations.

'96 NP AWARDS: THE CONTEST

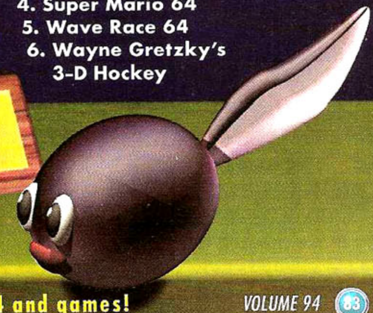
57m
43 km/h
SPEED
FUEL
65 m
SEA LEVEL
MAX POWER
MISS
POWER
1st
1:49
REPLAY

Z. BEST N64 GAME

Take part in history by casting your vote for the first Nintendo Power Award for the Nintendo 64 category. All of the nominees listed below are worthy of the title, but only one will win the award for best of 1996.

1. **KI Gold**
2. **PilotWings 64**
3. **Star Wars: Shadows of the Empire**
4. **Super Mario 64**
5. **Wave Race 64**
6. **Wayne Gretzky's 3-D Hockey**

'96 NP AWARDS



BEAT THE BOSS SPECIAL

SUPER MARIO RPG

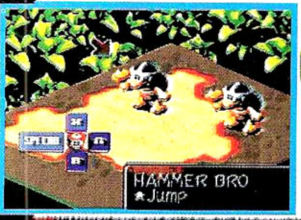
©1996 NINTENDO/ SQUARE SOFT

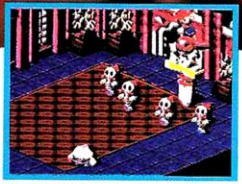
Having trouble with the weirdest crew of villains Mario has ever met? Well, sweat no more. In this Beat The Boss special, we cover every major boss in Super Mario RPG with all the moves you need to defeat the bad guys in one final fight.

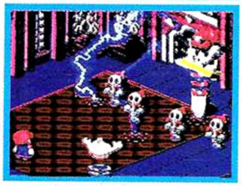
HAMMER BROTHERS

MUSHROOM WAY
HP: 50/ ATTACK: 6/ DEFENSE: 13
MAGIC ATTACK: 6
MAGIC DEFENSE: 8
J

Mario is alone when he meets the Hammer Bros. on Mushroom Way and he should be at Level 2 before attacks. Used Timed Attacks against each brother and Mushrooms to heal yourself. You can use Timed Blocks, as well, by pushing the A button just before the enemy strikes you. Use this to defend against the Hammer attacks. A Timed Jump attack will earn you the most damage, as much as 36 HP per jump.







MUSHROOM KINGDOM
HP: 480/ ATTACK: 22/ DEFENSE: 25
MAGIC ATTACK: 15
MAGIC DEFENSE: 20

MACK

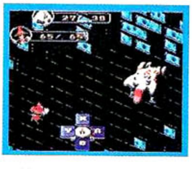
Mallow has joined your party by now and both characters should be at Level 5 before entering the fray. Mario should use the Hammer in Timed Attacks against Mack while Mallow hurls Thunderbolts at the Shysters and heals up the party when necessary. Mack will appear three times before he is defeated and you win the first Star Piece.

T H Z
S P

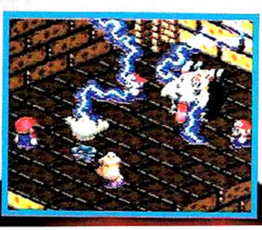
BELOME

KERO SEWERS
HP: 500/ ATTACK: 30/ DEFENSE: 25
MAGIC ATTACK: 15
MAGIC DEFENSE: 20
T Z

LAND'S END
HP: 1200/ATTACK: 120 / DEFENSE: 80
MAGIC ATTACK: 20
MAGIC DEFENSE: 40
T Z



Belome is first found in the sewers. You should be at Level 6, at least, and have the Trueform pin equipped to protect against being turned into a Scarecrow. Use Special Attacks and Timed Attacks. Mario's Hammer and Mallow's Thunderbolt are effective. Belome's Temple in Land's End is the site of your second meeting. Your party of Mario, Mallow and Toadstool should be at Level 16 or above. Mario should use the Masher or any Fire attack. Mallow's Thunderbolt still works and Toadstool can heal the party. In addition to that, the evil clones of the Princess and Mallow have the fewest HPs and are easy to defeat.



BEAT THE BOSS

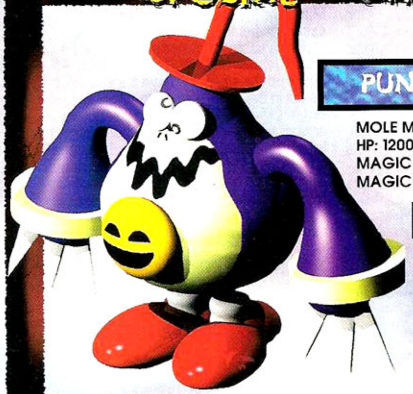
SPECIAL SUPER MARIO RPG

BOWYER

S H Z P

FOREST MAZE
HP: 720/ATTACK: 50
DEFENSE: 40
MAGIC ATTACK: 30
MAGIC DEFENSE: 35

You'll discover Geno battling Bowyer in the Forest Maze. Mallow and Mario should at least be at Level 7 by now. Equip the Wake Up pin before heading out to protect against Bowyer's Sleep spell. Although the enemy has no real weakness, you can cause damage with most special and regular attacks. Be prepared to use both since your choices will be limited when Bowyer turns off certain controller buttons with his arrow shots. The Noknok Shell and Froggie Stick are the best regular weapons and the Geno Beam is also effective. A supply of Mushrooms should be available for healing when the use of the Item button is your only move.



PUNCHINELLO

S Z H P J

MOLE MTN. MINE
HP: 1200/ATTACK: 60/ DEFENSE: 42
MAGIC ATTACK: 22
MAGIC DEFENSE: 40

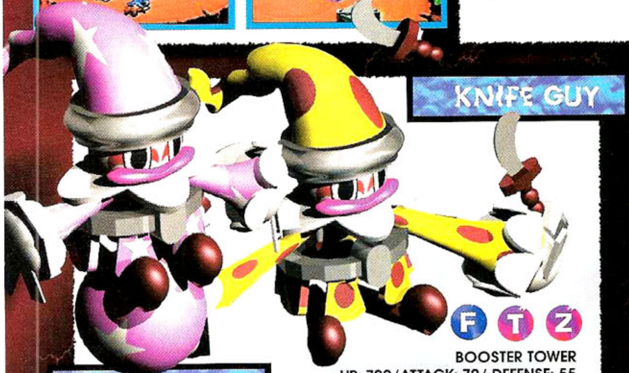
MEZZO BOMB

MOLE MTN. MINE
HP: 150/ ATTACK: 70/ DEFENSE: 40
MAGIC ATTACK: 0
MAGIC DEFENSE: 10

J F Z

At this point, your party consists of Mario, Mallow and Geno. All three characters should be at Level 8 or higher. Punchinello fights with Bob-ombs of different sizes. The first wave of Bob-ombs can be zapped with Mallow's Thunderbolt. That frees up Mario and Geno to hit Punchinello with Jump and Fire specials. Geno's Finger Shot and Mario's Punch Glove will cause damage, as well. As the larger Mezzo Bombs appear, Mario and Geno should lend a hand in cleaning them out. Mallow's Cymbals are a good regular weapon to use against the Bob-ombs. The final giant King Bomb blows up Punchinello and you get the third Star Piece.

58/ 59
52/ 66
50/ 71
X
A
B
PUNCHINELLO
★Super Jump



KNIFE GUY

F T Z

BOOSTER TOWER
HP: 700/ATTACK: 70/ DEFENSE: 55
MAGIC ATTACK: 20
MAGIC DEFENSE: 10

GRATE GUY

BOOSTER TOWER
HP: 900/ATTACK: 60/ DEFENSE: 40
MAGIC ATTACK: 25
MAGIC DEFENSE: 40

T F Z

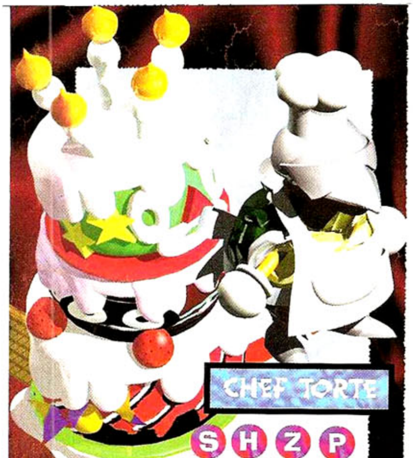
KNIFE GUY
★Fire Orb

Mario, Geno and Bowser make up the best assault group for taking on the clownish duo of Knife Guy and Grate Guy in Booster Tower. Your tactic should be to attack one of the pair first, finish him off, then concentrate on the remaining Guy. Arm Mario with the Masher, Geno with the Finger Shot and Bowser with Chomp, which you find in the Tower. Knife Guy is also susceptible to Mario's fire attacks and Grate Guy does poorly against Geno's shots. The battle will last a long time, so carry plenty of Mushrooms and Syrup. Maximize your effectiveness with Timed Attacks and Timed Blocks. Mallow's Thunderbolt is also very effective and his rain special can heal you up in a pinch.

signs of weakness

Some of the most useful information you can take into a battle is about the weakness an enemy has to your attacks. For each of the Super Mario RPG bosses, we've listed the special attacks to which they are susceptible, and the attacks against which they can defend. The attacks indicated by blue circles are attacks you should use against the boss. Red circles call out attacks that you shouldn't use. For instance, using any of Mario's fire Special Attacks against Belome is a good idea, but sleep specials won't work.

WEAKNESSES		DEFENSES
J	JUMP	J
F	FIRE	F
T	THUNDER-BOLT	T
I	ICE	I
H	FEAR	H
Z	SLEEP	Z
S	SILENCE	S
P	POISON	P



CHEF TORTE

S H Z P

MARRYMORE
HP: 100/ ATTACK: 60/ DEFENSE: 50
MAGIC ATTACK: 8
DEFENSE ATTACK: 27

BUNDT

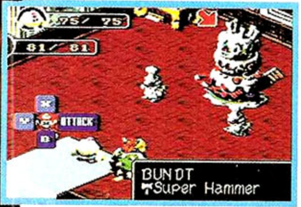
J F T I H Z P

MARRYMORE
HP: 900/ ATTACK: 65/ DEFENSE: 10
MAGIC ATTACK: 25
MAGIC DEFENSE: 50

RASPBERRY

J F T I H Z P

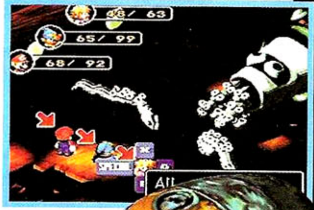
HP: 600/ ATTACK: 70/ DEFENSE: 20
MAGIC ATTACK: 30
DEFENSE ATTACK: 30



Perhaps the strangest of all the oddball battles in Super Mario RPG is the War of the Wedding Cake. Mario, Bowser, and Geno should be used in this fight. Since Chef Torte and his assistant will run away, ignore them and concentrate your attacks on the cake. Five hits will put out the candles. Regular Timed Attacks and Mario's special jumps are the most effective offenses. The real problem comes from the Special Attacks used by the cake. Really, you just have to survive until Booster gobbles the cake. Bowser should use Chomp and Geno should use the Hand Gun.

KING CALAMARI

Mario and Princess Toadstool are the essential members of your party in the sunken ship, and the third member can be either Geno or Bowser. Geno's Geno Beam cooks up the squid pretty well and Geno is useful in the areas leading up to the boss. But it is Mario's fire attacks that are the critical ingredient. Your party should at least be at Level 12 to deal with this cephalapod. Before you encounter the King, however, you must fight the Tentacles. Again, fire is the most effective way to toast the enemy. If you bring Bowser to the cookout, use Chomp as his weapon.



SEASIDE
HP: 800/ ATTACK: 100/ DEFENSE: 80
MAGIC ATTACK: 30
DEFENSE ATTACK: 40

F H Z S P

LEFT TENTACLE
HP: 260/ ATTACK: 82/ DEFENSE: 50
MAGIC ATTACK: 35
DEFENSE ATTACK: 40

F S Z

RIGHT TENTACLE
HP: 200/ ATTACK: 87/ DEFENSE: 70
MAGIC ATTACK: 35
DEFENSE ATTACK: 23

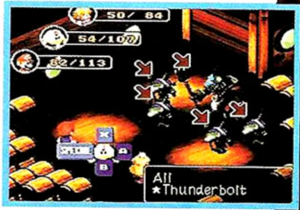
F S Z

Mario fights alone in the end against Jonathan Jones, but Bowser and Mallow are a good backup team. You should be at Level 13 for this battle. In the first stage, Jonathan is joined by four other sharks with 220 HP each. Mallow's Thunderbolt works well against them as does Bowser's Hurly Glove. When Mario is fighting alone, he should try a Sleepy Bomb. You should also have plenty of Max Mushrooms. Mario's Timed Attacks with the Masher will wear Jonathan down.

JONATHAN JONES

SUNKEN SHIP
HP: 820/ ATTACK: 85/ DEFENSE: 80
MAGIC ATTACK: 25
DEFENSE ATTACK: 60

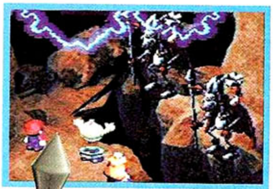
Z



YARIDOVICH

SEASIDE TOWN
HP: 1,500/ ATTACK: 125/ DEFENSE: 85
MAGIC ATTACK: 70
DEFENSE ATTACK: 75

T H Z S P



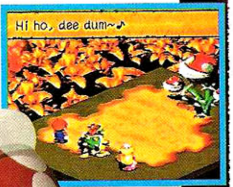
To win back the Star Piece you got from Jonathan Jones, you'll face two Yaridoviches. Take Mario, Toadstool, and either Mallow or Bowser into this battle. Mallow's Thunderbolt attack works well and Bowser armed with the Hurly Glove is very strong. When Yaridovich splits into two characters during the Mirage attack, ignore the mirage and concentrate on the real Yaridovich. You'll know the real one because he takes less damage than the mirage.

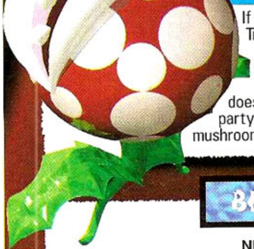
MEGASMILAX

I H Z S P

BEAN VALLEY
HP: 1,000/ ATTACK: 140/ DEFENSE: 80
MAGIC ATTACK: 70
DEFENSE ATTACK: 80

The Shy Away's veggie pet in Bean Valley needs trimming. Mario, Toadstool and Bowser are just the gardeners for the job once they reach Level 18. Bowser should be equipped with the Spiked Link. Toadstool should use the Parasol and heal the party. Take out the small Smilaxes first using Mario's Ultra Jump. When the Megasmilax grows, have Toadstool use the Group Hug immediately. Concentrate on destroying the smaller flowers first, then attack the big Megasmilax.

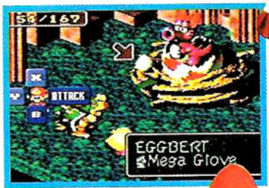




If you have Trueform Pins, equip them so that Megasmilax doesn't turn your party into mushrooms.

BIRDO

NIMBUS LAND
HP: 777/ ATTACK: 160/ DEFENSE: 130
MAGIC ATTACK: 6
DEFENSE ATTACK: 100



First you must crack the egg, Shelly, then Birdo pops out and begins firing more eggs at you with her bazooka beak. Enter the fray with Mario, Toadstool (who is now armed with the War Fan) and Bowser using the Spiked Link. Use Timed Attacks since Birdo has no real weakness. Sometimes you can deflect her eggs if you're in Defense Mode. The eggs bounce back and hit Birdo.

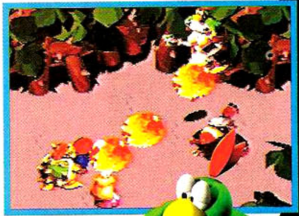
DODO

F Z S

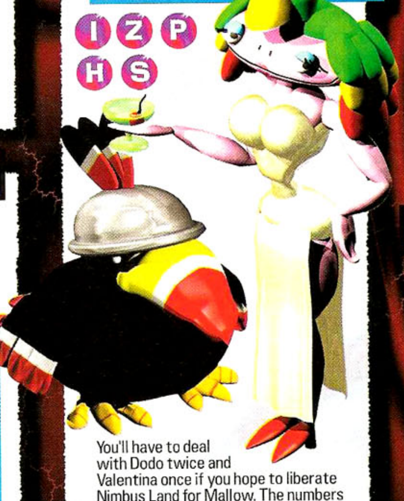
NIMBUS LAND
HP: 1,000/ ATTACK: 140/ DEFENSE: 100
MAGIC ATTACK: 9
DEFENSE ATTACK: 60

VALENTINA

NIMBUS LAND
HP: 2,000/ ATTACK: 120/ DEFENSE: 80
MAGIC ATTACK: 80
DEFENSE ATTACK: 60



I Z P
H S



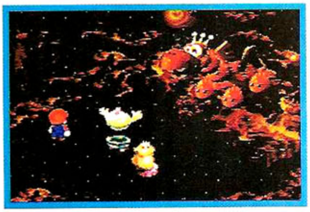
You'll have to deal with Dodo twice and Valentina once if you hope to liberate Nimbus Land for Mallow. The numbers listed above for Dodo are taken from the first fight. The second time around, Dodo will have only 800 HP. (All the other numbers are the same.) Since Dodo first fights whichever character is in the second position of your party, make sure that it is Bowser and that he is equipped with the Spiked Link. He should be all healed up, too. All characters should be at Level 21 by now. Hold off Valentina with the other two characters, who should be Mario and Toadstool. When Dodo returns, use fire attacks and multiple enemy attacks such as Crystal Bombs.

CZAR DRAGON

I F Z

BARREL VOLCANO
HP: 1,400/ ATTACK: 160/
DEFENSE: 100
MAGIC ATTACK: 120
DEFENSE ATTACK: 70

As you might suspect of a creature that lives in a fiery volcano, it hates ice. Mallow's Snowy special attack sends a chill down the dragon's spine. Mario and Toadstool should accompany Mallow, and all three should be at Level 24. You should prepare for the battle by purchasing the Fire Pants, Fire Shirt and Fire Dress from Hinopio's store. You should also equip at least one member with the Wake Up pin. After you defeat the Czar Dragon, it transforms into the Zombone, so be prepared for a long fight and carry extra Mushrooms.

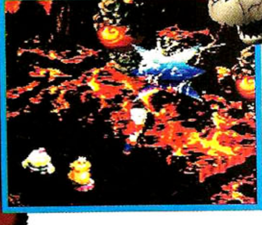


ZOMBONE

J T F I H Z P

BARREL VOLCANO
HP: 1,800/ ATTACK: 190/ DEFENSE: 60
MAGIC ATTACK: 80
DEFENSE ATTACK: 100

The Zombone is more powerful than the Czar Dragon that precedes it, but it also has a weakness to ice attacks. If you have plenty of Mid Mushrooms in your supply before you meet the Czar Dragon, consider making up a party of Mario, Mallow and Geno. Geno's Geno Beam works as well against the Zombone as Mallow's Thunderbolt and Snowy Special Attacks. Mario should use Timed Attacks with the Lazy Shell and keep the other two characters healthy with Mushrooms. Without the healing supply, substitute Toadstool for Geno.



AXEM RANGERS

BARREL VOLCANO
AXEM RED
HP: 800/ ATTACK: 150
DEFENSE: 100
MAGIC ATTACK: 24
DEFENSE ATTACK: 80

I F H Z

AXEM PINK
HP: 400/ ATTACK: 120
DEFENSE: 80
MAGIC ATTACK: 80
DEFENSE ATTACK: 100

F I Z S

AXEM BLACK
HP: 550/ ATTACK: 140
DEFENSE: 120
MAGIC ATTACK: 4
DEFENSE ATTACK: 40

T H Z

AXEM YELLOW
HP: 600/ ATTACK: 170
DEFENSE: 130
MAGIC ATTACK: 6
DEFENSE ATTACK: 60

J T Z P

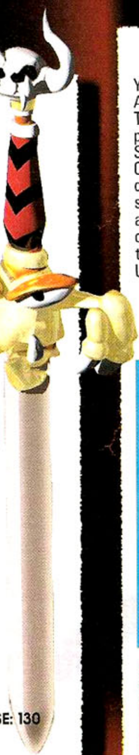
AXEM GREEN
HP: 450/ ATTACK: 110
DEFENSE: 60
MAGIC ATTACK: 90
DEFENSE ATTACK: 120

I Z S

At Level 26, Mario, Toadstool and either Geno or Mallow, should meet up with the five Axem Rangers on the top of the volcano. Attack them in the following order: Pink, Green, Yellow, Red and Black. Geno Flash helps wear down their resistance. When the airship appears, which is called Axem Rangers, it is worth 999 HP and its weakness is to Thunderbolts. If Mallow is on your team, throw Thunderbolts. Otherwise, use Timed Attacks and heal up frequently. In all, you must go through 3,799 HP to win the sixth Star Piece.

7/207
ATTACK
RIGHT EYE
Drill Claw

Exor's protection's gon



EXOR

BOWSER'S KEEP
EXOR
HP: 1,800/ ATTACK: 0
DEFENSE: 120
MAGIC ATTACK: 0
DEFENSE ATTACK: 80

T H Z S P

LEFT EYE
HP: 300/ ATTACK: 153/ DEFENSE: 130
MAGIC ATTACK: 47
DEFENSE ATTACK: 80

J F T Z

RIGHT EYE
HP: 500/ ATTACK: 128/ DEFENSE: 100
MAGIC ATTACK: 82
DEFENSE ATTACK: 36

J F T Z

NEOSQUID
HP: 800/ ATTACK: 180/ DEFENSE: 80
MAGIC ATTACK: 86
DEFENSE ATTACK: 50

Z

The giant sword sticking out of Bowser's Keep is actually a monster composed of three parts. Mario's jumping and fire attacks will take off extra HP. You should also use Bowser and Toadstool for this fight and all characters should be at least at Level 26. Begin your attack concentrating against one of the eyes, then move to the second eye and then the Neosquid, or mouth. Once you've taken away the three parts, Exor has little else it can do. Notice the lack of attack power in the chart. As for Bowser, equip him with the Drill Claw and Toadstool can clobber Exor with the Frying Pan.

COUNT DOWN

You'll find Count Down and the two Ding-A-Ling bells in Smithy's Factory. Mario, Toadstool and Mallow make up the best party since Mallow's Thunderbolt Special Attack gives extra damage. Concentrate your initial attack on the clock, Count Down, because it has strong recovery spells and other potent attacks such as the Aurora Flash. After cleaning its clock, ring the bells of the two Ding-A-Lings. Use Mario's Super or Ultra Jumps and Mallow's Thunderbolt and keep the entire party healed up using Princess Toadstool's Group Hug. Fittingly, Timed Attacks work well against all three enemies, also.

141/222
166/207
SPECIAL
All
★Group Hug

COUNT DOWN
HP: 2,400/ ATTACK: 0/ DEFENSE: 80
MAGIC ATTACK: 120
DEFENSE ATTACK: 80

T H Z S P

DING-A-LING
HP: 1,200/ ATTACK: 180/ DEFENSE: 120
MAGIC ATTACK: 20
DEFENSE ATTACK: 50

J T H Z S P

BEAT THE BOSS SPECIAL SUPER MARIO RPG

DOMINO

F Z S P

SMITHY'S FACTORY
HP: 900/ ATTACK: 65/ DEFENSE: 140
MAGIC ATTACK: 120
DEFENSE ATTACK: 150

DOMINO ON MAD ADDER
HP: 900/ ATTACK : 65/ DEFENSE : 80
MAGIC ATTACK : 120
MAGIC DEFENSE : 150

CLOAKER

SMITHY'S FACTORY
HP: 1,200/ ATTACK: 170
DEFENSE: 130
MAGIC ATTACK: 12
DEFENSE ATTACK: 20

H Z S P

CLOAKER ON EARTHLINK
HP: 1,200/ ATTACK: 180
DEFENSE: 130
MAGIC ATTACK: 12
DEFENSE ATTACK: 20

EARTHLINK & MAD ADDER

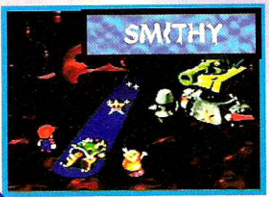
H Z S P

EARTHLINK
HP: 2,500/ATTACK : 220/DEFENSE : 120
MAGIC ATTACK : 5
MAGIC DEFENSE : 10

MAD ADDER
HP: 1,500/ ATTACK: 150/ DEFENSE: 70
MAGIC ATTACK: 90
DEFENSE ATTACK: 180

Cloaker and Domino team up to attack your group, but you only have to destroy one of them to move on to the next battle. The survivor of the first battle will then be paired with Mad Adder or Earthlink. Cloaker is paired with Earthlink and Domino is paired with Mad Adder. The best party to use includes Mario, Bowser and Toadstool. Mario should use the Lazy Shell and Bowser should equip the Drill Claw. When Toadstool isn't healing the party, she should knock some heads with the Frying Pan. Concentrate your attacks on Domino first. He's got less HP and you'll neutralize his Special Attacks. After that, you'll face Cloaker on Earthlink. Focus your Timed Attacks on the giant snake. If you beat Earthlink, Cloaker runs away.

SMITHY



The final battle against Smithy is actually a whole series of battles against Smithy's creations, totaling more than 10,000 HP. (As for the Smithy masks, the 8,000 HP is their combined amount.) Still, that's a lot of damage to inflict. You'll need your strongest party, which includes Mario, Toadstool and Bowser, and they should be at Level 28-30. Besides lots of Max Mushrooms and Royal or Maple Syrup, you can make use of Fire Bombs, Rock Candy and multiple special attacks such as Bowser Crush. Crystalline and Power Blast also come in handy when you want to increase the potency of your attack. After destroying the Smelter and Shypers, you'll fall into a pit to face the masks. Mario should concentrate on the head while Bowser hits the chest. Toadstool should alternate healing the party, using special items, and bopping the chest with the Frying Pan. Mario's Lazy Shell and Bowser's Drill Claw or, if you don't have it, the Spiked Link, are the best weapons along with Toadstool's Frying Pan. That's it. Sounds easy, right?

SMITHY'S FACTORY
FIRST FIGHT
HP: 2,000/ ATTACK: 230/ DEFENSE: 130
MAGIC ATTACK: 100
DEFENSE ATTACK: 100

H Z S P

BODY
HP: 1,000/ ATTACK: 180/ DEFENSE: 80
MAGIC ATTACK: 20
DEFENSE ATTACK: 60

H Z S P

HEAD
HP: 8,000/ ATTACK: 180/ DEFENSE: 80
MAGIC ATTACK: 60
DEFENSE ATTACK: 50

H Z S P

MAGIC HEAD
HP: 8,000/ ATTACK: 135/ DEFENSE: 50
MAGIC ATTACK: 130
DEFENSE ATTACK: 150

F T I H Z S P

MASK HEAD
HP: 8,000/ ATTACK: 40/ DEFENSE: 150
MAGIC ATTACK: 70
DEFENSE ATTACK: 100

I J F T H Z S P

TANK HEAD
HP: 8,000/ ATTACK: 250/ DEFENSE: 130
MAGIC ATTACK: 10
DEFENSE ATTACK: 50

T H Z S P

TREASURE HEAD
HP: 8,000/ ATTACK: 150/ DEFENSE: 120
MAGIC ATTACK: 78
DEFENSE ATTACK: 80

F T H Z S P

SMELTER

HP: 1,500/ ATTACK: 0/ DEFENSE: 120
MAGIC ATTACK: 0
DEFENSE ATTACK: 100

T F H Z S P

SHYPER

HP: 400/ ATTACK: 170/ DEFENSE: 80
MAGIC ATTACK: 70
DEFENSE ATTACK: 50

H Z S P

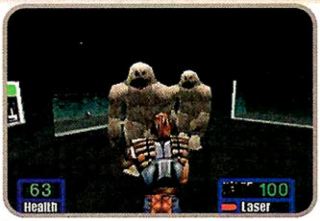
COUNSELORS' corner

CHRISTIE RUSH

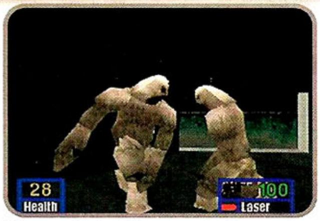
STAR WARS: SHADOWS OF THE EMPIRE

HOW DO I DEFEAT THE WAMPAS?

If you're having problems defeating the Wampas, it's probably because you're not letting your blaster recharge. You can neutralize the Wampas with several well-aimed shots, but don't let them trap you in a corner. Fire at the Wampas as you retreat. As long as you keep your distance, you'll get them before they get you. If you encounter two Wampas, try to make them fight one another and then neutralize the remaining beast.



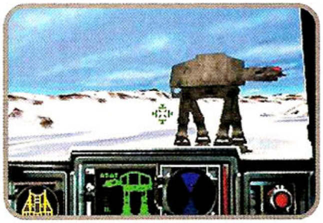
Back away from the Wampas and let your blaster recharge. Don't let yourself get cornered.



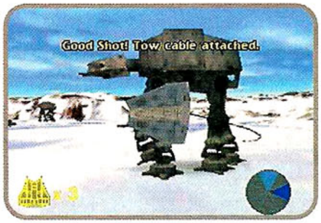
Wampas will also fight one another. If you wait around long enough, you can finish off the victor.

HOW DO I TRIP THE AT-AT WALKERS?

You have only a few tow cables, so you need to make them count. Press the Z Button to launch the tow cable at the AT-AT Walker legs. If you're playing the game on Easy mode, you'll see a message telling you when to launch the cables. If your cable hits the AT-AT Walker, your field of vision will switch to outside the snow speeder. While your controller functions remain the same, it can take some time getting used to flying your speeder from this perspective. Fly low and close to the Walker's legs. If you stray too far, the cable will snap and you'll have to start over. After you make four or five circles around the Walker's legs, it will stumble and crash to the ground.

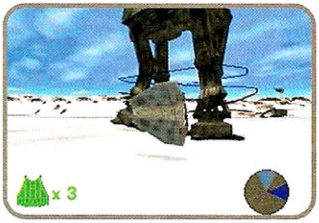


Circle close and press the Z Button to launch a tow cable around the AT-AT Walker's legs.



Good Shot! Tow cable attached.

If your cable scores a hit, your field of vision will switch to the outside of your snow speeder.



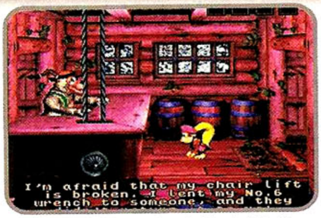
Fly low and close to the Walker's legs. If your speeder strays too far, you'll have to start over.

TRAVIS WILLIAMS

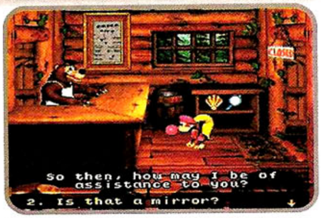
DKC 3: DIXIE KONG'S DOUBLE TROUBLE

WHERE IS THE WRENCH?

Björn Bear needs the Wrench to fix the chairlift on upper Razor Ridge. Barter Bear has the Wrench at his Swap Shop, but he won't give it up until you give him the Mirror. You can purchase the Mirror at Bazaar Bear's General Store for the whopping price of 80 Bear Coins. If you've made it all the way to Björn, there are probably enough Bear Coins in your pocket to buy the Mirror and still have spare change.


I'm afraid that my chair lift is broken. I lent my No.6 wrench to someone, and they

Björn needs the Wrench to fix his chairlift. Go see Barter Bear and trade the mirror for the Wrench.

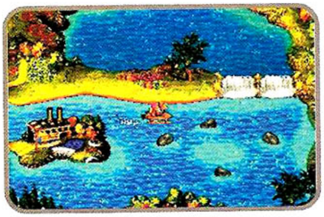

So then, how may I be of assistance to you?

2. Is that a mirror?

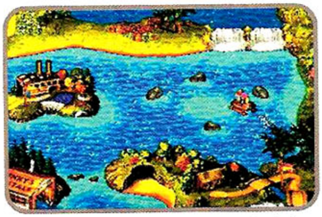
Barter won't trade the Wrench unless you have the Mirror. Buy the Mirror at the General Store.

WHERE DO I GO WITH THE TURBO SKI?

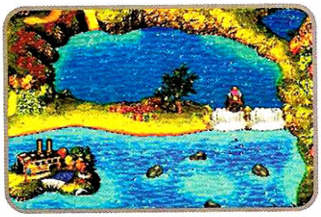
Beneath the Turbo Ski's sleek, hardwood hull is the power you need to vault the pounding froth of every waterfall in the Northern Kremisphere. You'll need plenty of speed before you can soar with the leaping salmon. Get a running start by churning up the water in a tight circle while pressing and holding the Y Button. If you have enough momentum, you can charge over the waterfall and hurtle into the uncharted, and possibly hot, water ahead.



All souped up and nowhere to go? The Turbo Ski has the power you need to clear waterfalls.



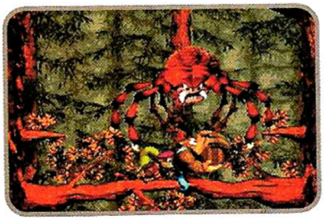
Hold the Y Button down and run around in circles to gather enough speed for leaping up the falls.



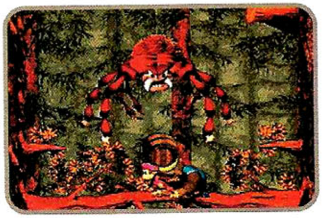
Once you have enough momentum, make a straight run and soar above the pounding froth.

HOW DO I DEFEAT ARICH THE SPIDER?

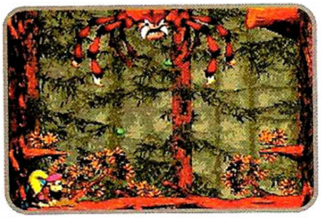
Arich the spider might seem like an invincible adversary, but he has a glass jaw and takes it on the chin whenever he pounces on a barrel. You'll find one barrel on Arich's back, and others will subsequently appear on the upper right branch. Since Dixie holds barrels directly over her head, it's easier to line her up with Arich's chin. After Arich takes two hits, he'll spit toxic green globules across the screen. Hide in the lower left corner and finish him off when he starts hopping around again.



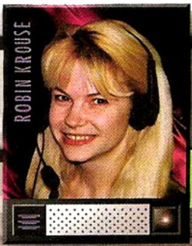
Arich smashes his jaw whenever he pounces on a barrel. Capitalize on this weakness.



Since Dixie holds barrels over her head, it's easier to use her without getting hit by Arich's claws.



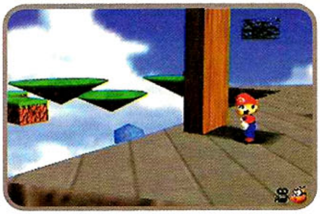
You can find refuge from Arich's toxic green globules in the lower left corner of the screen.

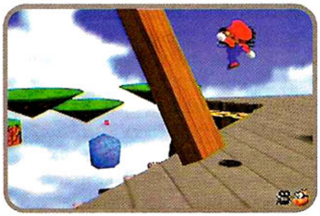


▶SUPER MARIO 64

HOW DO I KNOCK OVER THE WHOMP FORTRESS PLANK?

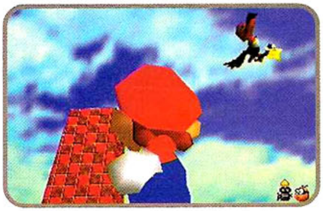
Before you can walk the Whomp Fortress plank, you need to know how to knock it over. The trick is to Jump Kick the board until it teeters and falls across the gap. To do a Jump Kick, press the A Button to jump up in the air, then tap the B Button to kick while you're still in the air. This might require practice since any forward movement in the air will make you slide instead of kick.

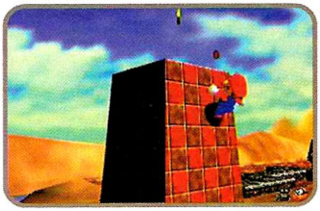

Are you trying to walk the plank? You'll need to know how to Jump Kick to knock it over.

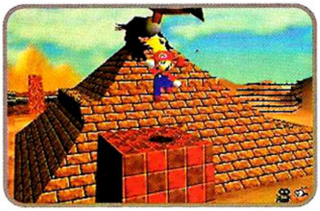

Press the A Button to jump up in the air, then tap the B Button before you touch back down.

HOW DO I GET THE FIRST STAR IN SHIFTING SAND LAND?

Klepto the Condor has Shifting Sand Land's first star locked away in his talons. If you Triple Jump up to the top of the two-tiered gray platform, you can take the Wing Cap and fly up to the stone pillar on the far left. Then you can grab the star when Klepto soars above your head. If this sounds too difficult, weave your way through the Tox Box Maze to the same pillar. If you run up the side of the pillar, you can wait and leap up at Klepto to snatch the star.

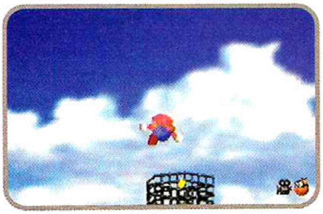

Klepto the Condor is flying around with Shifting Sand Land's first star locked in his talons.

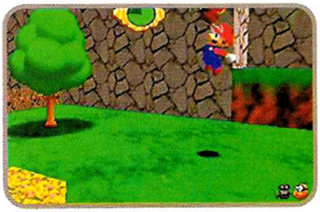

Either fly to the pillar using the Wing Cap or walk over to it via the Tox Box maze.

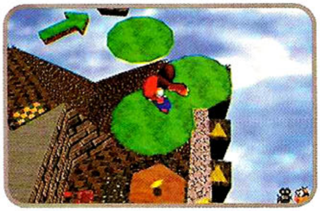

No matter how you get there, if you wait long enough on the pillar, you'll be able to grab the star.

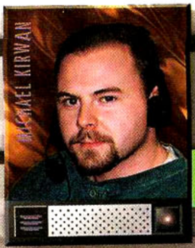
HOW DO I GET THE CAGED STAR IN WHOMP'S FORTRESS?

You could use the cannon and drop into the cage, but this an exceptionally tough shot. Thankfully, there's a much easier way to get the incarcerated star. Climb up in the tree and wake your friend, Hoot the Owl. Grab Hoot's talons by pressing and holding the A button, then let him carry you high above the fortress. Once you're over the cage, release the A Button. You'll let go of Hoot and drop in on the star.


While it's a very tough shot, it is possible to gauge the arc of the cannon and drop into the cage.


Hoot the Owl is an easier alternative to a cannon shot. Grab his feet by pressing the A Button.

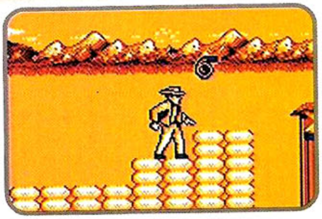

Don't release the A Button until Hoot flies you up over the cage. Now you can drop in on the star.



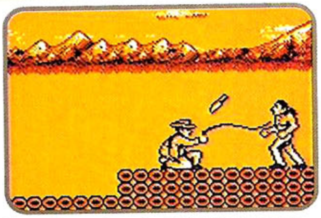
INDIANA JONES AND THE LAST CRUSADE

WHERE IS THE WHIP AND HOW DO I USE IT?

You won't find the Whip until you reach the Circus Train in the second level. Even after obtaining the Whip, some gamers have problems figuring out how to equip or use it. Press the Select Button to switch between the Whip and your fist. Once you have the Whip selected, you can use it by pressing the B Button. This is your only weapon in the game—don't leave home without it.



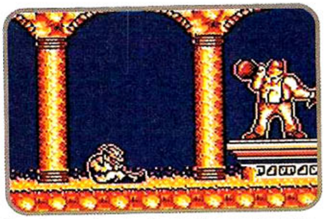
You won't find the Whip until you reach the Circus Train in the game's second stage.



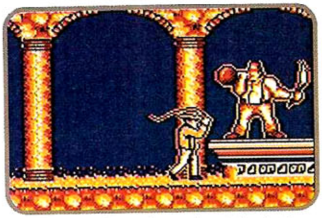
Even after you have the Whip, you might have problems equipping it. Press the Select Button.

HOW DO I DEFEAT THE FIRE-EATING MAN?

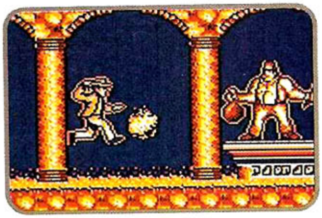
It's easy to get burned by the fire-eating man in the third stage, and if you're singed by a single fireball, you'll lose your life. Thankfully there's a pattern to dousing his hot halitosis. Select your whip and stand next to the platform that the man is on, then whip him as fast as possible. Flee as soon as the man drinks from the jug in his hands. Run to the left side of the screen while the man is drinking, then jump over the fireball he spits at you. Return to the right side of the room and continue whipping it up.



If you're even brushed by the fireballs from the fire-eater, you'll lose a life. Know the pattern.



Select your whip and stand next the to fire-eater. Whip away until he takes a drink.



Run left, then turn and jump the fireball. Once you're safe, return to the man and whip him again.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
(95¢ per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner, P.O. Box 97033
Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($1.25 per minute. Callers under 18 need parental permission to call.)

CASPER

Q: How do I enter mirrors?

A: Position Casper directly in front of the mirror and press the X Button.

Q: How do I use the Skeleton Key?

A: Press the Y Button to morph into the shape of the key, then press the B Button to unlock the door.

MAGIC BOY

Q: I fell from the blue platforms and they disappeared. How do I get back up?

A: Press the Select Button to exit the area. Return here after completing another area and the blue platforms will reset.

Q: How do I collect enemies that are too high to reach?

A: Use the Extra Weapon that shoots up.

BATTLEZONE/SUPER BREAKOUT

Q: Is there any way to make the paddle move faster?

A: No. Your paddle moves at only one speed.

Q: Can I get extra lives?

A: No. You'll always have five balls for every game. Make them last!

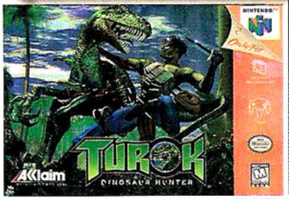
Nintendo
N64
Game Boy
Super NES

NOW PLAYING

Your Power Guide To The Latest Releases
March 1997

TUROK: DINOSAUR HUNTER

Acclaim/64 Megabits



Category
Action

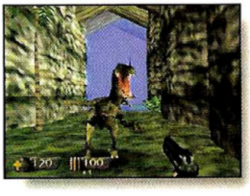
Graphics & Sound	4.2
Play Control	3.2
Challenge	4.0
Theme & Fun	3.8

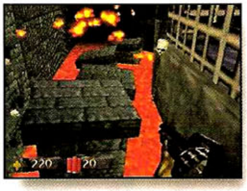
- 1 Player
- 8 Worlds
- Controller Pak (16 data pages)
- CHC: Cool Hidden Codes!

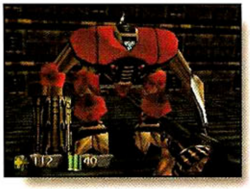
Rating M
Mature

There's a vast hunting ground waiting for Turok on the N64.

Turok: Dinosaur Hunter from Acclaim aims beyond traditional 3-D shooting games to reach its target of high adventure. Does it succeed? Does a T-Rex have teeth? Here in the Lost Land, players greet fierce Bionosaurs and creepy aliens with the coolest arsenal of high-powered weapons since Samus Aran stalked the Mother Brain. But there's much more to Turok than simply culling the herd with blasts of plasma energy. In each of the eight humongous areas, you must search for keys that unlock gates leading to other areas. You have total freedom to come and go as you please, provided you can work your way through the maze of jungle, canyons, ancient cities, caverns, lakes, secret warps and alien fortresses. Everything from the backdrops to the roars of bionosaurs and native drums adds to the mood. Play control seems unusual at first, but a tutorial mode eases you into the mechanics of movement. The graphics are so detailed that you can walk up to a downed raptor and look right into its mouth. And the animation is nothing short of spectacular. On the other hand, Turok earns a Mature rating from the ESRB for its realistic death throes, buckets of splattering blood and haunting gurgles of extinction. But in spite of the butchery, this game rocks. Power enters the heart of this darkness in a twelve-page exploration. Don't miss it.







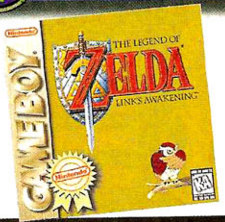
+ Huge areas. Great animation. Awesome weapons. Cool codes.

– Difficult jumping. The moving view exhausts some players.

Pros' Picks SP HS DO TM PS LS

The Legend of Zelda: Link's Awakening

Nintendo/4 Megabits



Category
Adventure

Graphics & Sound 4.1

Play Control 3.8

Challenge 4.2

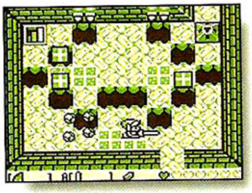
Theme & Fun 4.4

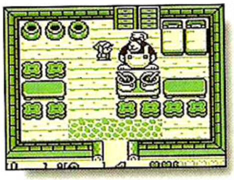
- 1 Player
- Battery-backed Memory
- 100 Hours or More

Rating K-A

The best Game Boy adventure ever made returns to stores this month.

When The Legend of Zelda appeared for the NES back in 1987, a new genre of video games was born—what we call the adventure game—combining action, puzzle-solving, characters and role-playing. In Link's Awakening, the only Zelda title to appear for Game Boy, Shigeru Miyamoto and his development team created an enchanting cast of characters to people the magical island of Koholint. They also built dozens of mazes, towers, caves and palaces to explore. Although the action may (or may not) take place in a dream, Link finds himself in real predicaments. More than in any other Zelda game, players meet and help other characters. There's a long sequence of trading, an animal village, bandits, ghosts, a walrus with a taste for music and much more. But what grabs most players are the dungeons and towers. If you slog through to the end, you will fight a heroic battle, emerging with one of the musical instruments of the mysterious Windfish. Other items include weapons, magic potions, special boots, bracelets, bombs and boomerangs. Link must swim, fly, climb, run, play a flute, shoot arrows and wield a sword. There's enough to keep you busy for weeks. If you never played this game, you owe it to yourself to play it now. We'll help you get started in this month's classic strategy review.





➕ A classic adventure. Excellent puzzles and game play. Good graphics, sound and story.

➖ No Super Game Boy enhancements.

Pros' Picks SP HS DO TM PS LS

The Hunchback of Notre Dame

T•HQ/4 Megabits

GAME BOY
Disney's
HUNCHBACK of NOTRE DAME
5 Topsy Turvy Games

Category
Action & Puzzle

Graphics & Sound 3.3

Play Control 3.1

Challenge 2.4

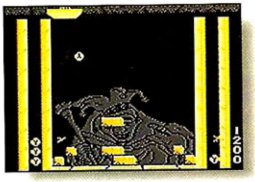
Theme & Fun 2.9

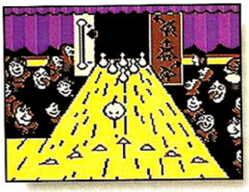
- 1 Player
- Passwords
- 5 Games

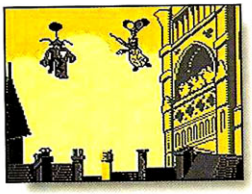
Rating K-A

A quasi collection of HunchPak games.

It's nice to see a game for younger players that isn't just cute characters and mindless game play. T•HQ, in association with Disney Interactive, presents a five-game Game Boy Pak with lots of variety and fun graphics based on the recent animated film. The five games are: Chisler (a Breakout-style game), Djali Bowling (6 pin bowling), Catch The Fool (in which you use a trampoline to bounce the fool back into the window), Upsy Daisy (balloon fighting) and Picture Puzzle. In the Fun Fair option, you enter the password earned from playing one of the five games and Esmerelda gives you a particular challenge to meet. The full name of the game is The Hunchback of Notre Dame: Topsy Turvy Games, and there is a definite sense of topsy turvy fun, both in the graphics and the games themselves. The default challenge level is perfect for young players, and the two higher skill levels speed up the action. Our only complaint is that the game lacks the music from the movie. In this issue of Power, you can learn more about what's ringing the bells on this Game Boy HunchPak.







➕ Fun and variety for young players. Super Game Boy enhanced.

➖ Play control on the balloon game is awkward. Too many credits on the front end. No music from the movie.

Pros' Picks

Super NES Harvest Moon

Natsume/16 Megabits

Category	RPG/Sim
Graphics & Sound	3.8
Play Control	3.6
Challenge	3.4
Theme & Fun	3.7

- 1 Player
- Battery-backed Memory
- Multiple Endings

Rating K-A

Can you find happiness down on the farm? Harvest Moon will help you find out.

If you think milk and eggs come from cartons, then you might learn a thing or two from Natsume's unique RPG/Simulation called Harvest Moon. Imagine that you are a young farmer just getting started. You want to raise crops, make money, woo a young woman and start a family. That's a tall order to fill even in the best of circumstances, but in Harvest Moon you have just two years in which to make your dreams come true. On most days, you'll rise with the sun, slave in your fields and woods until dusk, then crash. But on special days you'll head into town, hang out, buy supplies, animals, seed, etc... and go to festivals. Much of the game involves tasks such as watering crops or cutting down trees, but part of the fun comes from seeing how this work pays off. With a limited time to accomplish all of your goals, you must focus on efficiency. The courtship element of the game reflects the disproportionate percentage of video gamers who are male. (There's no gender option.) Harvest Moon may sound a lot like PC simulations like Maxis's SimFarm, but the RPG element really adds something. This is not an economic sim, but rather a race against time, the weather, your own learning curve and events. If you succeed, with a little help from this month's Epic Center review, you could become the lord of the manor.

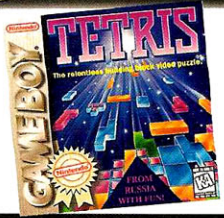
+ Involving, task-oriented play. Fun hidden stuff.

− Definitely not for action fans.

Pros' Picks SP TM LS

Game Boy Tetris

Nintendo/Rerelease/.25 Megabit



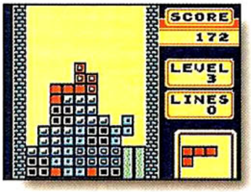
Category	Puzzle
Graphics & Sound	4.0
Play Control	4.4
Challenge	4.9
Theme & Fun	4.8

- 1 Player
- No Save
- Originally released in 1989

Rating K-A

The most popular puzzle game of all time returns to Game Boy.

The most popular export ever from Russia was not dancing bears, socialist revolutions or borscht. It was Tetris. And it's back! The game seems so simple. You have blocks in different shapes that fall from the top of the screen. If you align them so that they make a solid row, the blocks vanish, clearing part of the screen. As you get better, the action gets faster and more frantic. That's all there is to it, but it's really just the beginning, because Tetris secretly alters your brain so that the only thing that matters in life is the achievement of higher scores and a heightened appreciation of Russian folk music. How did it all begin? As the pack-in game sold with Game Boy for years, Tetris became a true phenomenon, and not just to hardcore gamers. Tetris hounds from every walk of life have spent millions of hours honing their skills over the years. Even so, no one has ever beaten the game, because you can't. That has to be one of the great bits about Tetris—you can always do better, score higher and survive longer. It never gets old. The sheer number of Tetris-inspired titles attests to the quality of this game. This month, the return of the original Game Boy Tetris to stores is good news for gamers of all ages, genders, and skill levels. As for Alexi Pajitnov, Tetris' creator, he (rather than the state organization for which he worked) is finally getting royalties for his extraordinary cleverness, so it's pretty good news for him, as well. The manufacturers' suggested retail price of $19.95 is also good news.



+ Simple, easy to learn, great game play. Two-player option. Classic Russian tunes.

− No way to plug game directly into your cerebral cortex.

Pros' Picks SP HS DO TM PS LS

The Empire Strikes Back
Ubi Soft/Rerelease/1 Megabit

GAME BOY
STAR WARS
THE EMPIRE STRIKES BACK
Nintendo

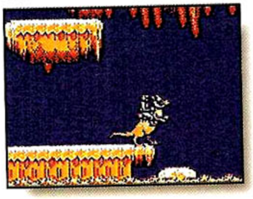
Category
Action

- Graphics & Sound 3.4
- Play Control 2.9
- Challenge 3.2
- Theme & Fun 3.5

- 1 Player
- No Save Feature
- 10 Stages
- Originally released in 1993

Rating N-R

Luke meets his destiny on Game Boy.



Star Wars is everywhere this year, including on the screen of your Game Boy. From Hoth to Dagabah and beyond, this Star Wars Game Boy title follows the action of the second movie closely. Luke gains seven Jedi powers and, although most of the game is in a side-scrolling perspective, you also play in several flying stages on Hoth and in the Cloud City on Bespin. You even get to ride on a Tauntaun. The game mechanics can be challenging, so don't expect to breeze through this game.

+ Excellent graphics. Variety of play.

− Difficult close-quarter fighting. Slow controller reactions. No Super Game Boy enhancements.

Pros' Picks

Indiana Jones and the Last Crusade
Ubi Soft/Rerelease/1 Megabit

GAME BOY
INDIANA JONES
AND THE LAST CRUSADE
Nintendo

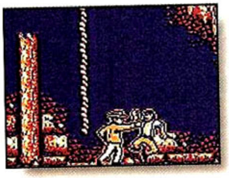
Category
Action

- Graphics & Sound 3.1
- Play Control 2.5
- Challenge 2.6
- Theme & Fun 2.9

- 1-4 Players Simultaneous
- Passwords
- 6 Stages
- Originally released in 1993

Rating N-R

The search for the Grail begins...once again.



Another treasure is being dug up from the past. No, not the Holy Grail, but Indiana Jones and the Last Crusade. Ubi Soft's rerelease of this action game for Game Boy takes players from the search for the Cross of Coronado to the rescue of Indy's father in Germany then on to the final resting place of the Holy Grail. In six, long, side-scrolling stages, Indy whips up the excitement (not to mention his enemies) as he tries to beat the ticking clock. Some play control aspects are challenging, and the time limits can be frustrating. But if you want a challenge in a great adventure setting, The Last Crusade has a lot to offer.

+ Good challenge. Passwords.

− Poor hit detection. Time limits on stages.

Pros' Picks

Pros' Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

SP **Scott**–Sports, Simulations, Adventure

HS **Henry**–Fighting, Action, Sports

DO **Dan**–Action, Adventure, Puzzles

TM **Terry**–RPGs, Simulations, Puzzles

PS **Paul**–Fighting, Sports, Simulations

LS **Leslie**–RPGs, Simulations, Adventure

Graphics & Sound
Play Control
Challenge
Theme & Fun

Power Meter

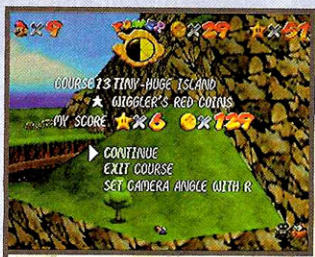
The Power Meter ratings are derived from pro evaluations using a five point scale with five being the highest score possible for a category.

ESRB Ratings

These Entertainment Software Rating Board icons reflect appropriate ages for players. To contact the ESRB regrading the rating system, call 1-800-771-3772.

- EC Early Childhood
- KA Kids to Adults
- T Teen
- AO Adult (18+)
- M Mature (17+)
- NR Games that were released prior to the commencement of the ratings system are designated NR.

NP'S ARENA


COURSE 13 TINY-HUGE ISLAND
★ WIGGLER'S RED COINS
MY SCORE ★×6 ●×129
▶ CONTINUE
EXIT COURSE
SET CAMERA ANGLE WITH R

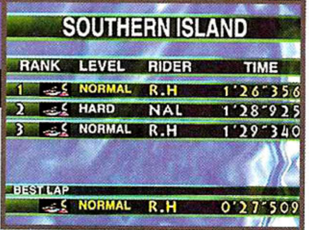
CHALLENGE #1

SUPER MARIO 64

Here we goooo! How many coins can you collect on Tiny-Huge Island? You need 100 coins to earn a star, but there are certainly more than that in this level. Stomp on every enemy in your romp to dig up all the coins. When you think you've finally found coins in every nook and cranny, and Mario's all tuckered out, take a photo of your coin count. The top 25 collectors pocket four Super Power Stamps.

CHALLENGE #2

WAVE RACE 64

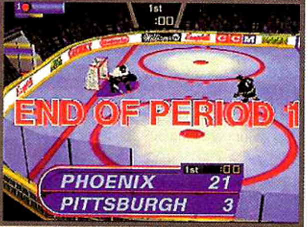

SOUTHERN ISLAND

RANK	LEVEL	RIDER	TIME
1	NORMAL	R.H	1'26"356
2	HARD	NAL	1'28"925
3	NORMAL	R.H	1'29"340
BEST LAP	NORMAL	R.H	0'27"509

The Wave Race 64 challenge circuit continues! This month all eyes are on the whispy, white surf surrounding Southern Island. Set up your race for three laps, then open up the throttle, but watch the receding tide or you'll be washed up like a gurgling, beached whale. The best 25 times ride away with four Super Power Stamps, good towards cool cash off the hot gear in the Nintendo Super Power Supplies Catalog.

CHALLENGE #3

WAYNE GRETZKY'S 3-D HOCKEY


END OF PERIOD 1

PHOENIX	21
PITTSBURGH	3

Eric Godin of Quebec City has a cool challenge for Wayne Gretzky's 3-D Hockey: How many goals can you score in a 20-minute period against the computer? Can you score a goal a minute? Choose the Option Menu and configure your game for 20-minute periods, then play through the first period in one-player mode. After you snap a photo of your first period stats, mail it into the Arena. The 25 top scorers skate away with four Super Power Stamps.

RETURN OF THE TWISTED

Long ago, in a Nintendo Power issue far, far away, we asked players to dream up their wackiest just-for-fun challenges and send them in to the Arena. The mail room has never been the same. If you have a twisted challenge good enough for the pages of Power, send it in—you might score four Super Power Stamps. Here's the latest batch of just-for-fun challenges:

In the Secret of Mana, can you reach the Underground Palace without defeating a single monster except the guardians?
—**Floyd Lambertson**, New Plymouth, ID

Can you complete all the circuits in Super Punch Out!! without using a right punch?
—**Tyndon Gray**, Granbury, TX

How many stars can you get in Super Mario 64 without hitting a cap switch?
—**Teppong Teppawan**, West Palm Beach, FL

Can you beat Koopa the Quick in Super Mario 64 after you give him a 30-second head start?
—**Chris Estes**, Batesville, AR

Can you complete the hardest level of Star Fox without using a single Nova Bomb?
—**Dave Rozewski**, Hartland, MI

ARENA

MARTIVS NP MCMXCVII

YOSHI'S ISLAND

100% scores in all six worlds (Volume 87)

Rasheal Ahluwalia	Ucluelet, BC
Lynda Bailey	Richmond, BC
Jonathan Bashar	Albany, NY
Nick Behrens	Marietta, MN
Robert Borzychowski	Niagara on the Lake, ON
Kyle Broderick	Jenks, OK
Lenny Carlucci	Greenwich, CT
Mike Chmelka	Wahoo, NE
Brian Corado	Drexel Hill, PA
James Delgadillo	Eau Claire, WI
Barbara Dick	Miamisburg, OH
Andrew Ellis	Rochester Hills, MI
Lorianne Fulco	Brooklyn, NY
Joe Haley	Leominster, MA
John Hass	Portage, MI
Nick Hook	Decatur, IN
Ryan Hutt	Apple Valley, CA
Tim Johnson	Andersonville, TN
Patrick Knoedler	Saginaw, MN
Robert Kovach	North Haven, CT
Eric Landram	Waynesboro, VA
Kyle Lemery	Hope, RI
Colin Lord	Atlanta, GA
Patrick Martin	Whiteman AFB, MO
Michael Napolitano	Revere, MA
Joey Nuss	San Diego, CA
Michael Perrucci	Perkasie, PA
Sandi & Rich Richardson	Poulsbo, WA
Virgilio Rodrigez III	Orlando, FL
Kory Sanders	Laguna Niguel, CA
Eric Schrofe	Eau Claire, WI
Jason Shaffer	Tacoma, WA
Brandon Silver	Hedgesville, WV
Josh Sommers	Cottage Grove, MN
Timothy Swaim	Arlington, TX
Robert Uebele	Parkland, FL
Matthew Waldron	New York, NY
Daniel Williams	Soddy Daisy, TN
Mark Wuest	Lancaster, CA
Danny Zenisek	St. Charles, IL
Billy Kohls	Cedar Falls, IA
Joseph Lara	Hurst, TX
Jeffrey Liske	Calgary, AB
Rannel Liwanag	San Diego, CA
Michael Rhaney	Raleigh, NC
Alan Sanchez	Menomonee Falls, WI
Barney Santiago	Oak Harbor, WA
Steven Schade	Rockford, IL
Matt Shay	Aberdeen, WA
James Stevenson	Nassau, NY
Bryan Valerio	Saranac Lake, NY
Mike Vollmer	Great Bend, NY
Kelley White	Atlanta, MI
Mitchell Wilson	El Paso, TX

MEGA MAN X3

Completed the Blast Hornet stage first (Volume 88)

Brandon Abedor	Honolulu, HI
Jonathan Albaugh	Meadville, PA
Ryan Barrett	Middletown, OH
Brian Carter	Portland, OR
Michael Chrisope	Springfield, MO
Delbert Curio	Lewiston, MI
Matthew Daniels	Riverview, FL
Evan Foley	Jackson, NJ
Nick Franklin	Arcata, CA
Elneedna Graham	Newark, NJ
Beverly Hartzog	Jefferson City, MO
Denny Kochert Jr.	Georgetown, IN

KEN GRIFFEY JR.'S WINNING RUN

Longest Home Run (Volume 90)

Seth Thomas	Norman, OK	503 feet
Miles Martin	Bobcaygeon, ON	502 feet
Paul Orovets	Chardon, OH	502 feet
Daniel Overbey	Clinton, IN	502 feet
Billy Pykus	Ashtabula, OH	502 feet
Brandon Readfearn	Vader, WA	502 feet
Derek Readfearn	Vader, WA	502 feet
Zach Stinner	Fairlawn, OH	502 feet
Brian Duda	Gardner, MA	501 feet
Austin Greco	Scottsbluff, NE	501 feet
Charles Chiodi	Gardner, MA	500 feet
Tommy Leavy	Westwood, NJ	500 feet
Christopher Tang	Jamesburg, NJ	500 feet

SUPER MARIO 64

Fastest Time on the Princess's Secret Slide (Volume 91)

Bill Bowen	Neponset, IL	0:13:00
Charles Foster	Las Vegas, NV	0:13:10
Derrick Gilland	Keystone Heights, FL	0:13:10
Brendan Sweene	Shaver Lake, CA	0:13:10
Pascal Giard	St.-Hyacinthe, QC	0:13:20
Keith Wieland	Mountain View, CA	0:13:20
Tyler Bird	University Place, WA	0:13:30
Jeff Swabb	Greenville, OH	0:13:30
Dale Walter	Plantsville, CT	0:13:30
Jeep Barnett	Bedford, VA	0:13:40
Joshua Engleman	Moore, OK	0:13:50
Jordan DiCarlo	Lake Peekskill, NY	0:14:20
Jeremy Greene	Merrillville, IN	0:14:20
Luc Roderique	North Gower, ON	0:15:10
BJ Chronis	Waukesha, WI	0:15:50
Nathan Smith	New Cumberland, PA	0:15:90
Jim Pardi	Boston, MA	0:16:00
Travis Pyle	Stevenson, WA	0:16:10
Jesse Brotje	Tallmadge, OH	0:16:20
Ben Johnson	Fulton, IL	0:16:20
Bobby Weispfenning	Minnetonka, MN	0:16:20
Fabian Correa	Huntington Station, NY	0:16:30
Tony Giguere	Scottsdale, AZ	0:16:30
Ely Hsu	Jacksonville, FL	0:16:30
Kirsten Miller	Park Ridge, NJ	0:16:30
Bobby Garliardi	Brooklyn, NY	0:16:40
Mitch Raffel	Greenville, OH	0:16:40
Tommy Davis	Murfreesburo, TN	0:16:50
Mike Doxzon	Nashua, NH	0:16:50
Mark Ecklesdafer	Belmont, MI	0:16:50
Tony Romano	Agawam, MA	0:16:50
Jonathan Tabar	Winnipeg, MB	0:16:50

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE

Best Times for Riverside Race (Volume 91)

Stephen King III	Suquamish, WA	0:59:14
Donald and Kevin Archuleta	Fairfield, CA	0:59:15
Matt Seiter	Racine, WI	1:00:21
Michael Davis	Morris Plains, NJ	1:01:16
Ken Banks III	Ridgecrest, CA	1:02:15
Cynthia Beaumont	North Bergen, NJ	1:03:30
Darin Styles	Novi, MI	1:03:86
Clayton Tune	Lebanon, TN	1:05:20
Marc Bostrom	Vineland, NJ	1:06:84
Michele McDuff	Elk Grove, CA	1:07:36
Ronny Donahue	Portage, IN	1:08:96

KIRBY'S SUPER STAR DELUXE

Best Times for Gran Prix Mode in Gourmet Race (Volume 88)

Rusty Wright	Converse, LA	1:44:79
Steven Philbrick	Vancouver, WA	1:46:63
Michael Yi	Cincinnati, OH	1:46:94
Chris Garmley	Fall River, MA	1:46:96
Mike Meevasin	Las Vegas, NV	1:47:56
Andrew Beckett	Sheboygan, WI	1:48:23
Adam Vierra	Castro Valley, CA	1:48:23
Blake Piper	Portland, OR	1:48:74
Chris Toledo	Gloversville, NY	1:48:83
Clint Lambeth	St. Petersburg, FL	1:48:86
Eric Vanduren	Dorr, MI	1:50:15
Ethan Dogan	Warner Robins, GA	1:50:70
Chris Tervo	Sioux Falls, SD	1:50:71
Tony Chen	Edwardsville, IL	1:50:80
Matt Lafontaine	Plymouth, MN	1:51:51
Erik Brown	Albuquerque, NM	1:52:43
Miltos Douvas	Vancouver, BC	1:52:46
Austin Mohr	Marion, IL	1:52:84
Daniel Ijadi	Great Neck, NY	1:52:96
Dirk Brewer	Sterling, MI	1:54:59
Rick Cocci	Leominster, MA	1:53:65
Jeffrey Davies	Plymouth, MI	1:54:92
Ricky Hawkins	Cottage Grove, MN	1:55:16
Jeremy Sword	Johnson City, TN	1:55:73
Mark Weaverling	Col. Springs, CO	1:56:93

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than April 10, 1997. The top qualifiers receive Super Power Stamps.

Include your Super NES or N64 in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

ENTER THE ARENA

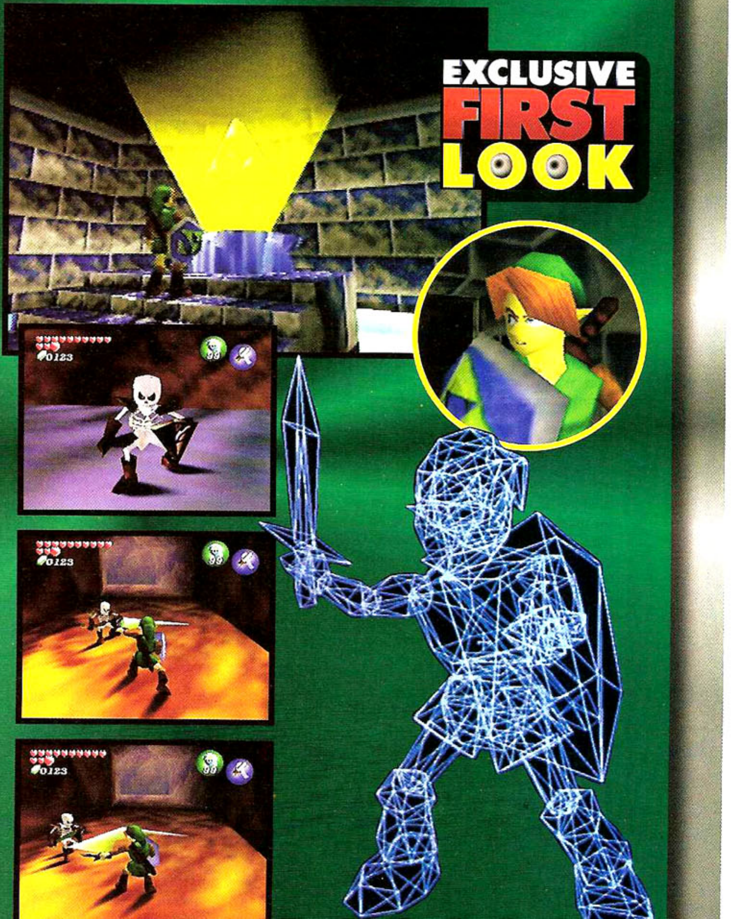
PAK WATCH

In this edition of Pak Watch we'll dazzle you with some of the best N64 pics ever released from Zelda 64, Star Fox 64 and other upcoming titles. Plus there's a new F-Zero for Super NES and some exciting N64 development news from Europe and around the world.

THE INSIDE SOURCE ON FUTURE GAMES

ZELDA 64

The most impressive collection of screen shots revealed so far from Zelda 64 just arrived at Pak Watch and we couldn't help but show off the entire lot of them. In this batch of beauties, you'll notice Link in a village where he talks to a young woman and explores the streets. You'll also see more shots of Link on his quest, exploring a dungeon and battling a Stalfos and the impressive golden knight named Iron Knuckle, who also returns from earlier Link games. Unlike previous pictures, many of which originated from video, these pics clearly show the Zelda 64 environments, characters and enemies. They also show selected game elements for the first time, such as the Heart Containers, Rupees and two selected items. For the first time, we can see that the new Zelda may take place in three dimensions, but it will make use of the tried-and-true Zelda game system. Link is showing off his moves, too—swinging his sword, leaping from the top of a cliff, and running. But perhaps the most intriguing clue to the game comes from the camera view which shows a wide range of angles. At this stage, Link can be viewed from the front, side and back and at different distances. The Zelda development team at EAD also sent wireframes of the Stalfos and Link in battle positions. As for the story, Mr. Miyamoto's team isn't saying much at this time, but the action takes place in Hyrule and the Triforce and Ganon also will play roles. This may be the hardest game for us to wait for, but Zelda 64 should be ready to roll by the end of the year.

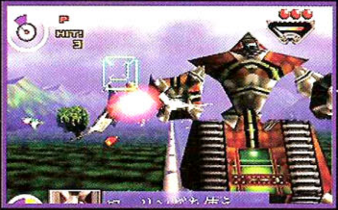


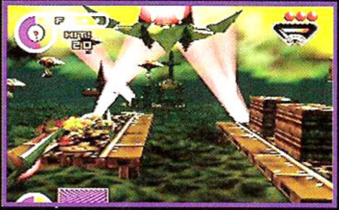
EXCLUSIVE FIRST LOOK

0123
99

STAR FOX 64

Star Fox 64 moves ever closer to its April completion in Japan. (In North America, the release date for Star Fox 64 will be in the early summer.) This collection of shots reveals the breadth of action in this shooter sequel: On land, over land or in outer space, Fox McCloud and his comrades: Falco, Peppy and Slippy, duel with the forces of Andross. The galactic ape seems to have recovered his position as evil nemesis of the Lylat System. Both the Arwing fighters and ground assault tanks have exceptional control, which include acrobatic moves such as roll-overs. Two to four players can battle it out, but most players will spend a majority of hours playing the story-based campaign mode in which you clear one stage after another. 3-D animation will be used in several ways, including as a means of showing you what Falco, Peppy and Slippy are thinking when they send you messages. According to the game's designers, players will have to pay as much attention to their computer-controlled companions as to the enemies. That may be a tall order when you consider how difficult it will be for players to take their eyes off the spellbinding graphics.





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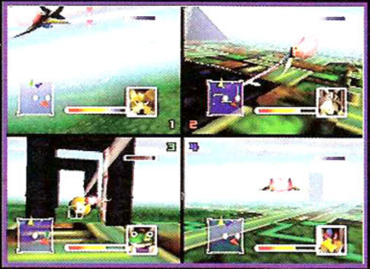
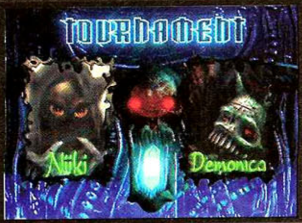
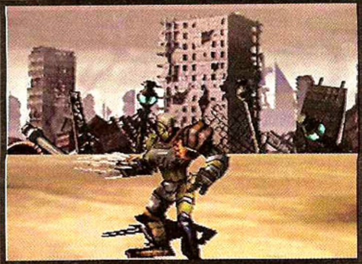


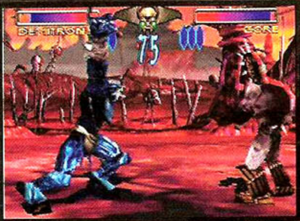
HIT!
2
ゲロゲロッ 追うのは
気持ちいいケロー!

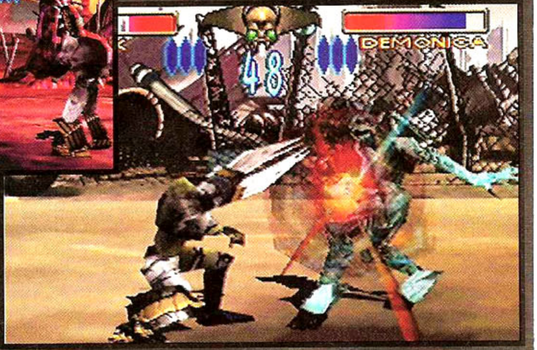
DARK RIFT

We didn't expect Dark Rift to be this far along this soon, but when Vic Tokai sent us an early version of the game, we didn't complain. The first true 3-D fighter for the N64 turns out to be a showcase of creative graphics and action with some twists. The range of moves and character animation for the fighters was probably the most impressive part of the game. (Our test play version was estimated to be about 70% complete.) Three rounds of fighting determine the victor, with a time limit restricting each round. (Number of rounds and time can be set by the players.) Movement in 3-D is accomplished by side-stepping around your opponent, but opponents will adjust their position automatically. In addition to blocking, the side-step turns out to be a useful defensive move. Fighters also have special moves that trigger a close-up, slow-motion animation sequence and projectiles, most of which weren't turned on in our version of the game. Tekken and Virtua Fighter fans with an N64 won't be left out of the 3-D arena any more. Next month, Power will bring you a preview of a more complete version of Dark Rift.



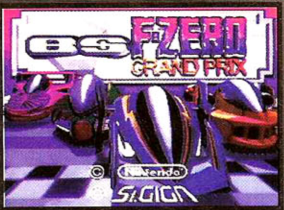


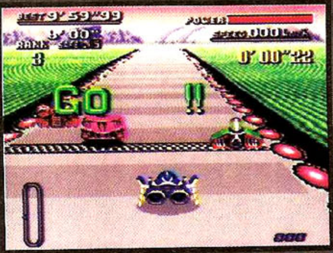


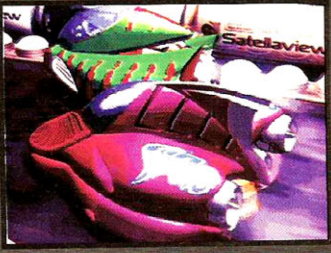


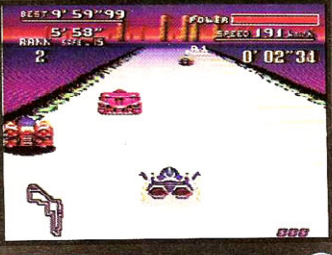
F-ZERO RETURNS

Nintendo is releasing a new version of F-Zero in Japan for the Satellaview game system that features new cars and one all-new race course. For those of you who missed out on the first wave of Super NES titles back in 1991, F-Zero was a futuristic, Mode 7 racer from Nintendo that set new standards in speed and play control. The new F-Zero is delivered to players via satellite and features four new vehicles (Blue Thunder, Green Amazone, Fire Scorpion, and Luna Bomber) that have been rendered like the characters in Donkey Kong Country. Subscribers to the satellite system also get a new track along with the original 15 courses. In addition to the new cars and track, there is a training mode with a shadow car that shows the best route. The game is under consideration for North American release in Game Pak form. We'll let you know if and when it is scheduled to arrive. In the future, possibly by the end of the year, N64 players can expect an incredible 3-D version when F-Zero 64 is completed.



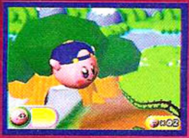


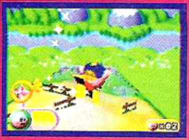




INSIDER UPDATE

KIRBY'S AIR RIDE

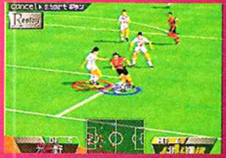


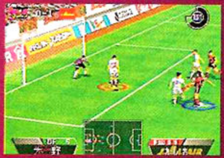


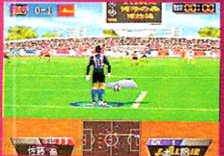
Kirby's Air Ride may not be quite as high-profile as Zelda 64 or Star Fox 64, but as millions of Kirby fans already know, the little pink guy is just as much of a blowhard as any video game hero. Nintendo Co. Ltd. in Japan sent us the latest Kirby screen shots to pass along to our readers. Kirby's Air Ride will offer 3-D action and fanciful graphics, but we don't have a confirmed release date at this time.

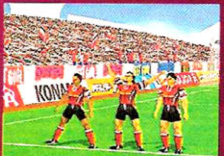
J LEAGUE PERFECT STRIKER

Japanese sports gamers are already wallowing in the experience of Konami's J League Perfect Striker, and so are we here at the Pak Watch desk. When our Japanese copy of the N64 title arrived, we dropped everything to play match after match. What makes this soccer sim so much fun to play? It turns out that it's the little things. For instance, although Perfect Striker doesn't have the variety of camera angles offered in FIFA Soccer 64, it has more life-like animation. Small movements make a large difference, such things as a player looking in the direction of his teammates, or turning his head to see a nearby defender. Even more important to the game is the ease of control. The fast, crisp passing allows you to set up scoring drives with precision and the bright active player markers with directional arrows help you stay on the ball at all times. The much-vaunted voice-over announcer didn't have much impact on English-speaking players, but Japanese players have reported that it is the most advanced play-calling of any game. We can only hope that Konami converts the game for North America as soon as possible, otherwise, soccer fans might just have to move to Japan.

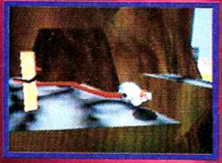




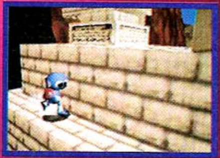




CHAMELEON TWIST



One of the most creative game ideas for upcoming N64 titles can be seen here in these shots from Chameleon Twist. Japan System Supply provided these screen shots of the main character putting his tongue to good use. In Twist, the hero uses his tongue as a tool for crossing gaps and licking enemies. Apparently, players can control the versatile tongue in many ways. There's no word yet on whether Chameleon Twist will be published in North America.



SPACE CIRCUS

Ocean reports that its French partner, Infogrames, is already in development on a game entitled Space Circus. The cartoonish hero, Starshot, and his rocket dog reportedly tear around a galaxy of eight planets in the 3-D action title trying to find unique circus acts before the guys in the bad circus find them. In a demo video sent to us by Ocean, we saw an interesting 3-D platform game with a unique look. Imagine a 3-D, polygonal Earthworm Jim covered with streaky oil paints. It's definitely different, but before you start thinking, what are those nutty French programmers up to now, the overall impression is of an interactive cartoon, and it's pretty cool. Space Circus will have as many as 300 characters, some of whom are your enemies, and others from whom you can get information, so there's even an adventure element to the game. Ocean hopes to have Space Circus completed by October. As for Mission: Impossible, Ocean's first N64 title, Pak Watch should have access to the first playable level by the next issue.

MORE N64 NEWS

There's a lot to report on the N64 development front this month from all over the world. Let's start with Europe. Titus, based in France, is working on Lamborghini 64. We should have the first shots of the racer in next month's Pak Watch. As for progress on the game, Titus tells us that the initial plans were to make an advanced port of the Super NES version, but when they began working with the N64, they decided to throw out the old and make a completely new game. Titus also secured the N64 rights for two Warner Bros. properties. The first license is for the Superman animated series. Titus expects the N64 Superman to be finished by the end of the year. The second license is for an upcoming motion picture called Quest for Camelot. This animated film features the voices of famous actors, including Christopher Reeve, Jane Seymour and Sir John Gielgud. The N64 Camelot is scheduled for an early 1998 release date. Both Superman and Quest for Camelot should appear in North America as well as Europe.

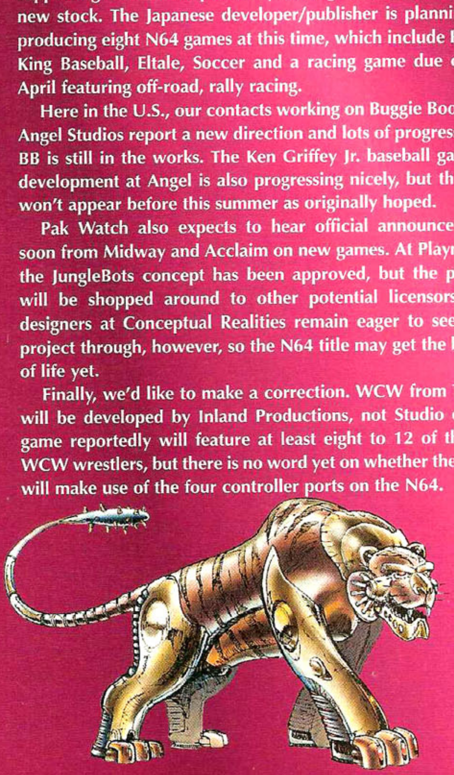
From the shores of merry old England comes the Rare news that GoldenEye 007 won't be released this spring as hoped. Instead, expect to see the James Bond action game from Nintendo near the end of summer. As you saw in last month's preview, the graphics look great in GoldenEye, but the depth of game play is getting more attention from the developers at Rare. The good news is that Blast Corps, also a Rare production, will be ready early. In fact, it should be released by the end of March.

Of course, Japan is always bustling with N64 development news. We have learned that Imagineer has the N64 license for SimCity 2000, although no definite plans have been made for creating a game. It may be unlikely since Nintendo has the license for an N64 SimCity game based on the upcoming SimCity 3000 from Maxis for computers. Mr. Miyamoto has told Pak Watch on several occasions that he is looking forward to creating a SimCity game for the 64DD system, a game in which players take an active role inside the cities they create, putting out fires, fighting crime and the like. Imagineer also is supporting N64 development by issuing over $40 million in new stock. The Japanese developer/publisher is planning on producing eight N64 games at this time, which include Power King Baseball, Eltale, Soccer and a racing game due out in April featuring off-road, rally racing.

Here in the U.S., our contacts working on Buggie Boogie at Angel Studios report a new direction and lots of progress. Yes, BB is still in the works. The Ken Griffey Jr. baseball game in development at Angel is also progressing nicely, but the title won't appear before this summer as originally hoped.

Pak Watch also expects to hear official announcements soon from Midway and Acclaim on new games. At Playmates, the JungleBots concept has been approved, but the project will be shopped around to other potential licensors. The designers at Conceptual Realities remain eager to see their project through, however, so the N64 title may get the breath of life yet.

Finally, we'd like to make a correction. WCW from T•HQ will be developed by Inland Productions, not Studio e. The game reportedly will feature at least eight to 12 of the top WCW wrestlers, but there is no word yet on whether the game will make use of the four controller ports on the N64.



RELEASE FORECAST

N64

BLAST CORPS	SPRING '97
DARK RIFT	SPRING '97
DOOM 64	SPRING '97
FIFA SOCCER 64	SPRING '97
GOLDENEYE 007	SUMMER '97
HEXEN	SUMMER '97
LAMBORGHINI 64	SUMMER '97
MISSION: IMPOSSIBLE	SUMMER '97
ROBOTECH: CRYSTAL DREAM	SUMMER '97
SPACE CIRCUS	FALL '97
STAR FOX 64	SUMMER '97
WARGODS	SUMMER '97
WCW	FALL 97
ZELDA 64	FALL '97

Super NES

BRUNSWICK'S WORLD TOURNAMENT OF CHAMPIONS	SUMMER '97
TIMON & PUMBAA	SUMMER '97

Game BOY

GAME & WATCH GALLERY	SPRING '97
HERCULES	SPRING '97
KIRBY'S STAR STACKER	SPRING '97
KEN GRIFFEY JR. PRESENTS MLB	SPRING '97
LEGEND OF ZELDA: LINK'S AWAKENING	SPRING '97

Coming Next Issue.....

Volume 95, April 1997

BLAST CORPS™

You were told never to play with fire, but nobody ever said anything about heavy machinery. Check out next month's explosive review of Blast Corps for the Nintendo 64.

DOOM 64

You've seen this month's recon photos and now it's time to move out. Take Phobos' high ground with the April issue's in-depth tactics for Doom 64.

TUROK: DINOSAUR HUNTER

Is a twelve-page review big enough to cover a game that some players will take 200 hours to complete? We didn't think so. That's why you'll find more Turok strategies in Volume 95—including maps.

Live The Dream

Want to play games for a living? Find out what it takes to break in as a game tester in the video game industry. Next month's issue might be your ticket to success.

Nintendo
PRODUCT TESTING
"THE BUG STOPS HERE!"

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust a Move
18. Castlevania Dracula X
19. Casper
20. Chrono Trigger
21. Civilization
22. College Football USA '97
23. College Slam
24. Cutthroat Island
25. Demolition Man
26. Demon's Crest
27. Dirt Trax FX
28. Disney's Aladdin
29. Disney's Pinocchio
30. Donkey Kong Country
31. Donkey Kong Country 2
32. Donkey Kong Country 3
33. Doom
34. Dragon View
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer '96
40. FIFA International Soccer '97
41. Final Fantasy II
42. Final Fantasy III
43. Final Fight 3
44. Frank Thomas Big Hurt Baseball
45. Frantic Flea
46. Gearheads
47. Harvest Moon
48. Illusion of Gaia
49. Incantation
50. Indiana Jones' Greatest Adventures
51. Judge Dredd
52. Jungle Strike
53. Jurassic Park 2
54. Ken Griffey Jr. Presents: MLB
55. Ken Griffey Jr.'s Winning Run
56. Killer Instinct
57. King Arthur & the Knights of Justice
58. Kirby's Dream Course
59. Kirby Super Star
60. The Legend of Zelda: A Link to the Past
61. Lemmings 2
62. Lobo
63. Looney Tunes B-ball
64. The Lost Vikings
65. The Lost Vikings II
66. Lufia II
67. Madden NFL '96
68. Madden NFL '97
69. Magic Boy
70. Mario Paint
71. Marvel Super Heroes in War of the Gems
72. The Mask
73. Maui Mallard in Cold Shadow
74. Mechwarrior 3050
75. Mega Man X
76. Mega Man X2
77. Mega Man X3
78. Mega Man 7
79. Might & Magic III: Isles of Terra
80. Mighty Morphin Power Rangers: The Movie
81. Mohawk & Headphone Jack
82. Mortal Kombat II
83. Mortal Kombat 3
84. Mr. Do!
85. Ms. Pac-Man
86. Mutant Chronicles: Doom Troopers
87. NBA Give 'n' Go
88. NBA Hangtime
89. NBA Jam
90. NBA Jam Tournament Edition
91. NBA Live '96
92. NBA Live '97
93. NFL Quarterback Club '96
94. NHL '96
95. NHL '97
96. Ninja Gaiden Trilogy
97. Ogre Battle
98. Olympic Summer Games
99. Oscar
100. PGA European Tour
101. Power Piggs of the Dark Age
102. Power Rangers Zeo: Battle Racers
103. Prehistorik Man
104. Primal Rage
105. Prince of Persia 2
106. P.T.O. II
107. Realm
108. Revolution X
109. Road Rash
110. RoboTrek
111. Romance of the Three Kingdoms IV: Wall of Fire
112. Samurai Shodown
113. Scooby Doo Mystery
114. Secret of Evermore
115. Secret of Mana
116. SimCity
117. SimCity 2000
118. Spawn
119. Star Trek: Deep Space Nine
120. Star Trek: Star Fleet Academy
121. Star Fox
122. Street Fighter Alpha 2
123. Street Fighter II Turbo
124. Stunt Race FX
125. Super Bomberman 2
126. Super Mario All-Stars
127. Super Mario Kart
128. Super Mario RPG
129. Super Mario World 2: Yoshi's Island
130. Super Metroid
131. Super Punch-Out!!
132. Super Star Wars
133. Super Street Fighter II
134. Swat Kats
135. Tecmo Secret of the Stars
136. Tecmo Super Bowl III: Final Edition
137. Tetris & Dr. Mario
138. Tetris Attack
139. Timon & Poomba
140. Top Gear 3000
141. Toy Story
142. True Lies
143. Ultimate Mortal Kombat 3
144. Uncharted Waters New Horizons
145. Uniracers
146. Urban Strike
147. War 3010: The Revolution
148. Wario's Woods
149. WeaponLord
150. Whizz
151. Winter Gold
152. WWF Raw
153. WWF Wrestlemania: The Arcade Game
154. X-Men: Mutant Apocalypse
155. Zoop

Game Boy

156. Adventure Island
157. Aladdin
158. Alien Games
159. Animaniacs
160. Asteroids/Missile Command
161. Battle Arena Toshinden
162. Battle Zone/Super Breakout
163. Blues Bros. Jukebox
164. The Bugs Bunny Crazy Castle 2
165. Casino Funpak
166. Castlevania Adventure
167. Castlevania II: Belmont's Revenge
168. Centipede/Millipede
169. College Slam
170. Contra: The Alien Wars
171. Cutthroat Island
172. Defender/Joust
173. Desert Strike
174. Disney's Pinocchio
175. Donkey Kong Land
176. Donkey Kong Land 2: Diddy's Kong Quest
177. Donkey Kong '94
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181. Earthworm Jim 2
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183. FIFA Soccer '97
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197. King of Fighters '95
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199. Kirby's Dream Land
200. Kirby's Dream Land 2
201. Kirby's Pinball Land
202. Kirby's Star Stacker
203. Lamborghini American Challenge
204. The Legend of Zelda: Link's Awakening
205. The Lion King
206. Looney Tunes
207. Madden '96
208. Marble Madness
209. Mario's Picross
210. Mega Man
211. Mega Man V
212. Metroid II: Return of Samus
213. Mole Mania
214. Monster Max
215. Mortal Kombat II
216. Mortal Kombat 3
217. Ms. Pac-Man
218. NBA Jam
219. NBA Jam Tournament Edition
220. NBA Live '96
221. NHL '96
222. Nigel Mansell's World Championship
223. Olympic Summer Games
224. Operation C
225. Pac-Man
226. PGA Tour Invitational
227. Pocahontas
228. Prehistorik Man
229. Primal Rage
230. Qbert
231. Samurai Shodown
232. Space Invaders
233. Star Trek: Generations
234. Street Fighter II
235. Street Racer
236. Super Mario Land
237. Super Mario Land 2: 6 Golden Coins
238. Super Return of the Jedi
239. Sword of Hope II
240. Tazmania 2
241. Tetris
242. Tetris Attack
243. Tetris Blast
244. Tetris 2
245. Timon & Poomba
246. Tiny Toon Adventures 2
247. Titus the Fox
248. Toy Story
249. Track & Field
250. Urban Strike
251. Vegas Stakes
252. Wario Blast
253. Wario Land: Super Mario Land
254. WWF Raw
255. Zoop

N64

256. Blast Corps
257. Body Harvest
258. Bomberman 64
259. Buggie Boogie
260. Clay Fighter Extreme
261. Creator
262. Cruis'n USA
263. Dark Rift
264. Descent
265. Doom 64
266. EarthBound 64 (Mother 3)
267. FIFA Soccer 64
268. F-Zero 64
269. GoldenEye 007
270. Hexen
271. Jungle Bots
272. Ken Griffey Jr. Baseball
273. Killer Instinct Gold
274. Kirby's Air Ride
275. Lamborghini 64
276. Legend of Zelda 64
277. Lode Runner
278. Mario Kart 64
279. Mission: Impossible
280. Monster Dunk
281. Mortal Kombat Trilogy
282. NBA Hangtime
283. Pilotwings 64
284. Quake
285. Quarterback Club '98
286. Rev Limit
287. Robotech: Crystal Dreams
288. St. Andrews Old Course
289. Star Fox 64
290. Star Wars: Shadows of the Empire
291. Super Mario 64
292. Tetrisphere
293. Top Gear Rally
294. Turok: Dinosaur Hunter
295. Ultimate Racer
296. War Gods
297. Wave Race 64
298. Wayne Gretzky's 3-D Hockey
299. WCW Wrestling
300. Wild Choppers
301. Wonder Project J 2
302. WWF Wrestling
303. Yoshi's Island 64

Other Picks

304. Chameleon Twist
305. Dragon Quest VI (Super Famicom)
306. J. League Perfect Striker
307. Marvelous: Another Treasure Island (Super Famicom)
308. Nintendo 64
309. 64DD accessory for Nintendo 64

Player's Poll—Volume 94

When you vote for the winners of the Power Awards, you'll have the chance to be a winner, too! Just send us your completed ballot, and we'll enter you in our Player's Poll Contest!

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Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

I. Super NES 1.____ 2.____ 3.____ 4.____ 5.____

II. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

III. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

IV. Which five products are you most interested in playing?

1.____ 2.____ 3.____ 4.____ 5.____

V. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

VI. Sex
1. Male 2. Female

Find the letter of the Power Award category you're voting for, then circle the number that corresponds with your choice. Please circle only one number per category.

A.	1	2	3	4	5	6
B.	1	2	3	4	5	
C.	1	2	3	4	5	6
D.	1	2	3	4	5	6
E.	1	2	3	4	5	
F.	1	2	3	4	5	
G.	1	2	3	4	5	6
H.	1	2	3	4	5	
I.	1	2	3	4	5	6
J.	1	2	3	4	5	
K.	1	2	3	4	5	6
L.	1	2	3	4	5	6
M.	1	2	3	4	5	6
N.	1	2	3	4		
O.	1	2	3	4	5	6
P.	1	2	3	4	5	
Q.	1	2	3	4	5	6
R.	1	2	3	4	5	6
S.	1	2	3	4	5	
T.	1	2	3	4	5	6
U.	1	2	3	4	5	6
V.	1	2	3	4	5	
W.	1	2	3	4	5	6
X.	1	2	3	4	5	6
Y.	1	2	3	4	5	6
Z.	1	2	3	4	5	6

Trivia Question: On what island does The Legend of Zelda: Link's Awakening take place?
Answer:____________________

Mail in your card now, and keep your fingers crossed!

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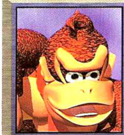


DRIVER DATA

MARIO KART 64™

NAME:....................Donkey Kong
KART CLASS:............Heavy
HOME COURSE:.........DK's Jungle Parkway
DISTANCE:...............893 meters

DRIVER'S HISTORY: Donkey Kong's infractions include littering (dropping bananas) and peeling out. For this reason, tailgating the big monkey is not recommended.

HOME COURSE HINT: When you go off the big jump over the river, angle slightly to the left to land a little farther up the course. Don't get too greedy, though, or you'll take a bath.

NINTENDO POWER

DRIVER DATA

MARIO KART 64™

NAME:....................Yoshi
KART CLASS:............Light
HOME COURSE:.........Yoshi Valley
DISTANCE:...............772 meters

DRIVER'S HISTORY: Suspected of distributing counterfeit item cubes, Yoshi is a slippery character who excels at the Mini-Turbo technique.

HOME COURSE HINT: The shortest path through the Yoshi Valley maze is left, right, and left. Watch out for the giant egg at the end of the maze—it will squish you!

NINTENDO POWER

DRIVER DATA

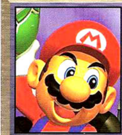
MARIO KART 64™

NAME:....................Toad
KART CLASS:............Light
HOME COURSE:.........Toad's Turnpike
DISTANCE:...............1,036 meters

DRIVER'S HISTORY: Toad has played in traffic since an early age, but his speed and quickness have helped him avoid injury.

HOME COURSE HINT: When you use the Super Star, you can drive right through the traffic on this course. While you're invincible, you can safely get several Mini-Turbo boosts in a corner.

NINTENDO POWER



DRIVER DATA

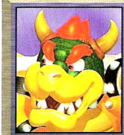
MARIO KART 64™

NAME:....................Mario
KART CLASS:............Medium
HOME COURSE:.........Mario Raceway
DISTANCE:...............567 meters

DRIVER'S HISTORY: Exhibits shocking driving tactics (frequent use of the Lightning Bolt) for someone with the reputation for fair play.

HOME COURSE HINTS: Using the Mini-Turbo throughout the course is essential, but the narrow track makes it difficult to stay on the road. Use your Mushroom Boost to take a shortcut over the sand before the green pipe.

NINTENDO POWER



DRIVER DATA

MARIO KART 64™

NAME:....................Bowser
KART CLASS:............Heavy
HOME COURSE:.........Bowser's Castle
DISTANCE:...............777 meters

DRIVER'S HISTORY: Should be considered armed (usually with a red shell) and extremely dangerous. Approach with caution.

HOME COURSE HINTS: Beware of the Thwomp guardians of Bowser's Castle. They will crush you if they land on you, or make you wipe out if you run into them. Take it slow on the narrow bridge over the lava. Falling off will burn up a lot of time.

NINTENDO POWER

DRIVER DATA

MARIO KART 64™

NAME:....................Wario
KART CLASS:............Heavy
HOME COURSE:.........Wario Stadium
DISTANCE:...............1,591 meters

DRIVER'S HISTORY: Too many infractions to list; in fact, his license has been revoked repeatedly for reckless driving. Rumored to have "borrowed" his kart from an unsuspecting Koopa Troopa.

HOME COURSE HINT: Lots of sweeping turns here allow for good Mini-Turbo opportunities. As one of the longest courses, this is a real endurance race that requires concentration.

NINTENDO POWER

DRIVER DATA

MARIO KART 64™

NAME:....................Princess Peach
KART CLASS:............Light
HOME COURSE:.........Royal Raceway
DISTANCE:...............1,025 meters

DRIVER'S HISTORY: No moving violations on record. (Note: Royal immunity to prosecution may have cleared some records.)

HOME COURSE HINT: Don't visit the castle during the race—it's a dead end. Be careful on the narrow stretch after the castle and before the finish line.

NINTENDO POWER

DRIVER DATA

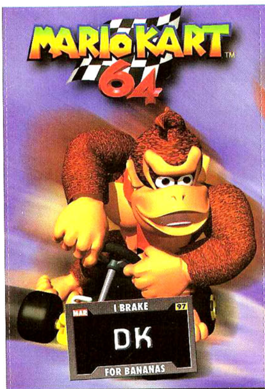
MARIO KART 64™

NAME:....................Luigi
KART CLASS:............Medium
HOME COURSE:.........Luigi Raceway
DISTANCE:...............717 meters

DRIVER'S HISTORY: Missed appearance in Super Mario 64 because he was too busy tinkering on his kart.

HOME COURSE HINTS: Wide, easy turns make it easy to get in three or four Mini-Turbo boosts per turn on Luigi Raceway. Jump at just the right time to get the item cube suspended from the balloon, and you will get a Spiny Shell.

NINTENDO POWER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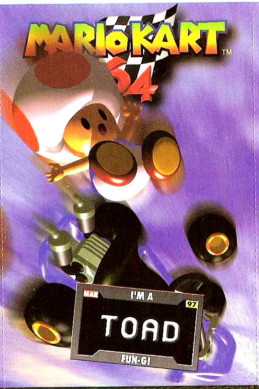
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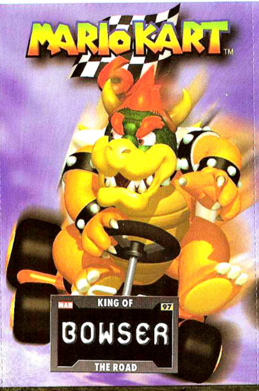
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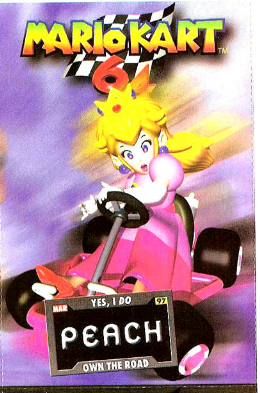
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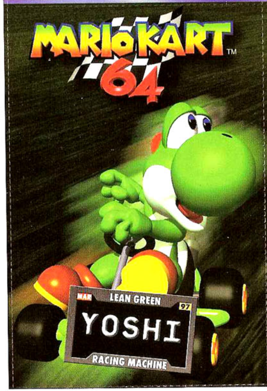
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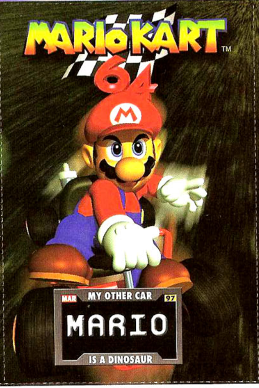
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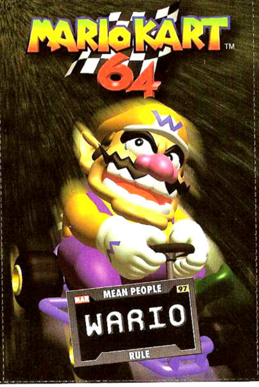
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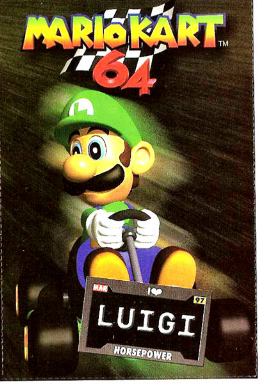
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BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting features:

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Super Mario World 2: Yoshi's Island, Street Fighter II (GB), Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim (GB), Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sep. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 83 (Apr. '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda-A Link to the Past.

Volume 84 (May '96): Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack part one, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Award Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II: Rise of the Sinistrals part one.

Volume 85 (Jun. '96): 31-Page N64 exclusive game preview, Olympic Summer Games, Ken Griffey Jr.'s Winning Run trading strategies, Mohawk & Headphone Jack part two, Toy Story (GB) Dragonheart, Sword of Hope II, Lufia II: Rise of the Sinistrals part two.

Volume 86 (Jul. '96): E3 Report, PilotWings 64, Mortal Kombat Trilogy, BASS Masters Classic Pro Edition, Super Mario RPG Challenge, Beat the Boss part one, Iron Man/X-O Manowar In Heavy Metal, Brainies, Kirby Super Star, Tetris Attack, Water World, Dragon Hopper, Eye of the Beholder, Star Ocean, Sword of Hope II part two.

Volume 87 (Aug. '96): Tetris Attack, Oscar, Kirby Super Star part one, Mario 64, FIFA Soccer '97, Urban Strike, Wayne Gretzky's 3-D Hockey, Beat the Boss part two, Game Boy Pocket, Power Rangers ZEO: Battle Racers, Zero Racers, Donkey Kong Land 2, Marvel Super Heroes: War of the Gems, Mole Mania, Fire Emblem, NES Epics.

Volume 88 (Sep. '96): Super Mario 64, PilotWings 64, Realm, Kirby Super Star, part two, Donkey Kong Land 2: Diddy's Kong Quest, Pinocchio, N64 Launch, Cruis'n USA Update, Turok: Dinosaur Hunter, Donkey Kong Country 3: Dixie Kong's Double Trouble, Prince of Persia 2, Maui Mallard, SimCity, War 3010: The Revolution.

Volume 89 (Oct. '96): Ultimate Mortal Kombat 3, Shadows of the Empire comic, Donkey Kong Country 3: Dixie Kong's Double Trouble, Street Fighter Alpha, Ms. Pac Man, Hyrulean Adventure, Super Mario RPG, Interview with Sergeru Miyamoto, Tetris Attack (GB), Battlezone/Super Breakout.

Volume 90 (Nov. '96): Donkey Kong Country 3: Dixie's Double Trouble, Wave Race 64, Blast Corps, Shadows of the Empire comic, Star Wars, Super Mario 64, Sim City 2000, Maui Mallard, KI Card Game, Arcades Greatest Hits, Toshinden (GB), Lufia II.

Volume 91 (Dec. '96): Killer Instinct Gold, Wayne Gretzky's 3D Hockey, NBA Hangtime, Donkey Kong Country 3: Dixie Kong's Double Trouble Part 2, Ultimate Mortal Kombat 3, Marvel Super Heroes: War of the Gems, Taz-Mania 2, Jeopardy, Star Wars: Shadows of the Empire, Wave Race 64 strategies.

Volume 92 (Jan. '97): Star Wars: Shadows of the Empire, Special: Shoshinkai Report, Mario Kart 64, NBA Hangtime, Cruis'n U.S.A., Donkey Kong Country 3: Dixie Kong's Double Trouble—The Lost World, Magic Boy, Casper, Shadows of the Empire comic, Beat the Boss, Game Boy Small Classics.

Volume 93 (Feb. '97): Super Mario Kart 64, Star Wars: Shadows of the Empire Challenge Points, GoldenEye 007, Turok: Dinosaur Hunter, Top Gear 3000, King of Fighters, Mole Mania, N64 Controller Pak, Star Wars: Shadows of the Empire comic, Harvest Moon, Marvelous.

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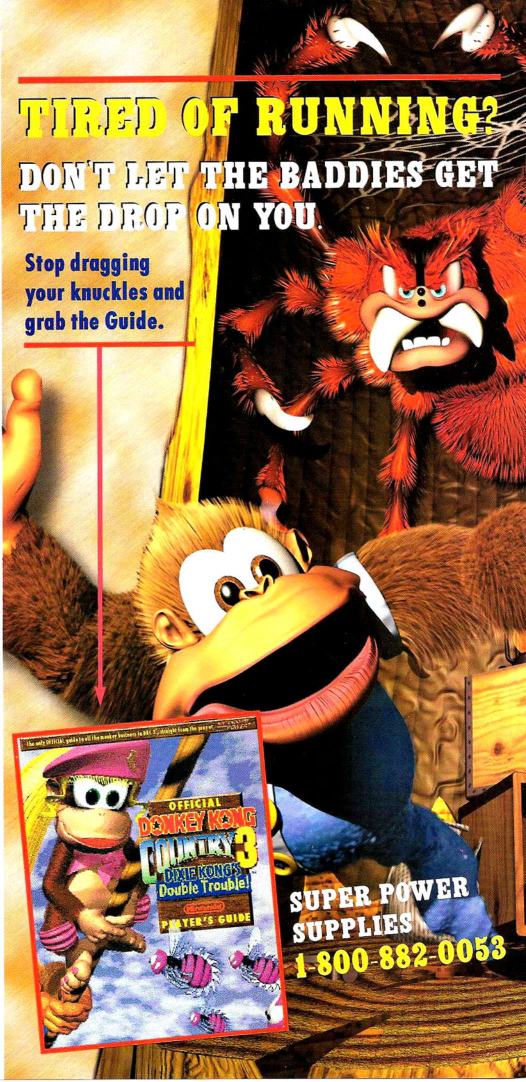
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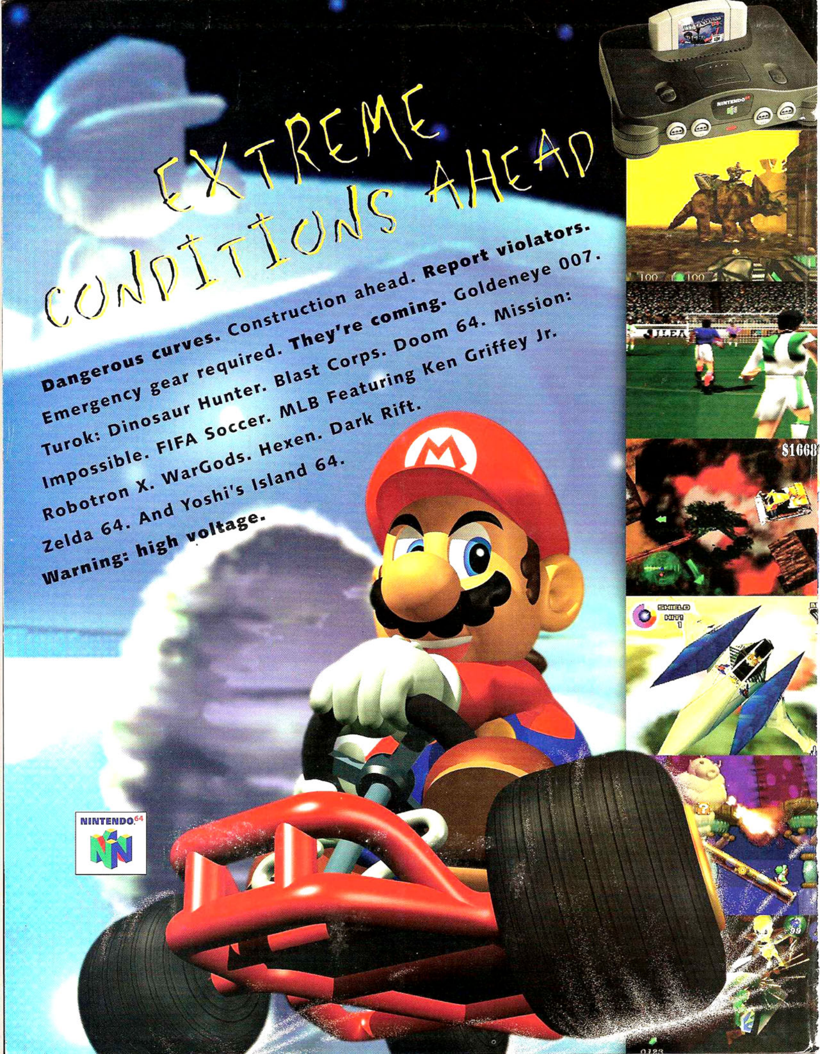
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